Abandon Hope
{X}{1}{B}
Sorcery
As an additional cost to play Abandon Hope, discard X cards from your hand.
Look at target opponent's hand and choose X cards from it. That player discards those cards.

Abandoned Outpost
Land
Abandoned Outpost comes into play tapped.
{T}: Add {W} to your mana pool.
{T}, Sacrifice Abandoned Outpost: Add one mana of any color to your mana pool.

Abbey Gargoyles
{2}{W}{W}{W}
Creature -- Gargoyle
3/4
Flying, protection from red

Abbey Matron
{2}{W}
Creature -- Cleric
1/3
{W}, {T}: Abbey Matron gets +0/+3 until end of turn.

Abduction
{2}{U}{U}
Enchant Creature
When Abduction comes into play, untap enchanted creature.
You control enchanted creature.
When enchanted creature is put into a graveyard, return that creature to play under its owner's control.

Abeyance
{1}{W}
Instant
Until end of turn, target player can't play instants, sorceries, or nonmana activated abilities.
Draw a card.

Abjure
{U}
Instant
As an additional cost to play Abjure, sacrifice a blue permanent.
Counter target spell.

Abolish
{1}{W}{W}
Instant
You may discard a plains card from your hand rather than pay Abolish's mana cost.
Destroy target artifact or enchantment.

Abomination
{3}{B}{B}
Creature -- Abomination
2/6
Whenever Abomination blocks or becomes blocked by a green or white creature, destroy that creature at end of combat.

Aboroth
{4}{G}{G}
Creature -- Aboroth
9/9

Cumulative upkeep -- Put a -1/-1 counter on Aboroth.

Aboshan, Cephalid Emperor
{4}{U}{U}
Creature -- Cephalid Legend
3/3
Tap an untapped Cephalid you control: Tap target permanent.
{U}{U}{U}: Tap all creatures without flying.

Aboshan's Desire
{U}
Enchant Creature
Enchanted creature has flying.
Threshold -- Enchanted creature can't be the target of spells or abilities.
#(You have threshold as long as seven or more cards are in your graveyard.)#

About Face
{R}
Instant
Switch target creature's power and toughness until end of turn. Effects that alter the creature's power alter its toughness instead, and vice versa, this turn.

Absolute Grace
{1}{W}
Enchantment
All creatures have protection from black.

Absolute Law
{1}{W}
Enchantment
All creatures have protection from red.

Absorb
{W}{U}{U}
Instant
Counter target spell. You gain 3 life.

Abu Ja'far
{W}
Creature -- Leper
0/1
When Abu Ja'far is put into a graveyard from play, destroy all creatures blocking or blocked by it. They can't be regenerated.

Abundance
{2}{G}{G}
Enchantment
If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.

Abyssal Gatekeeper
{1}{B}
Creature -- Gatekeeper
1/1
When Abyssal Gatekeeper is put into a graveyard from play, each player sacrifices a creature.

Abyssal Horror
{4}{B}{B}
Creature -- Horror
2/2

Flying
When Abyssal Horror comes into play, target player discards two cards from his or her hand.

Abyssal Hunter
{3}{B}
Creature -- Minion
1/1
{B}, {T}: Tap target creature. Abyssal Hunter deals damage equal to Abyssal Hunter's power to that creature.

Abyssal Specter
{2}{B}{B}
Creature -- Specter
2/3
Flying
Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand.

Academy Rector
{3}{W}
Creature -- Cleric
1/2
When Academy Rector is put into a graveyard from play, you may remove Academy Rector from the game. If you do, search your library for an enchantment card and put that card into play. Then shuffle your library.

Academy Researchers
{1}{U}{U}
Creature -- Wizard
2/2
When Academy Researchers comes into play, you may put an enchant creature card from your hand into play enchanting Academy Researchers.

Accelerate
{1}{R}
Instant
Target creature gains haste until end of turn.
Draw a card.

Accelerated Mutation
{3}{G}{G}
Instant
Target creature gets +X/+X until end of turn, where X is the highest converted mana cost among permanents you control.

Acceptable Losses
{3}{R}
Sorcery
As an additional cost to play Acceptable Losses, discard a card at random from your hand.
Acceptable Losses deals 5 damage to target creature.

Accumulated Knowledge
{1}{U}
Instant
Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.

Accursed Centaur
{B}
Creature -- Zombie Centaur
2/2
When Accursed Centaur comes into play, sacrifice a creature.

Acid Rain
{3}{U}
Sorcery
Destroy all forests.

Acidic Dagger
{4}
Artifact
{4}, {T}: Whenever target creature deals combat damage to a non-Wall creature this turn, destroy that non-Wall creature. When the targeted creature leaves play this turn, sacrifice Acidic Dagger. Play this ability only during combat before the declare blockers step.

Acidic Sliver
{B}{R}
Creature -- Sliver
2/2
All Slivers have "{2}, Sacrifice this creature: This creature deals 2 damage to target creature or player."

Acidic Soil
{2}{R}
Sorcery
Acidic Soil deals to each player damage equal to the number of lands he or she controls.

Acorn Harvest
{3}{G}
Sorcery
Put two 1/1 green Squirrel creature tokens into play.
Flashback--{1}{G}, Pay 3 life. #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Acridian
{1}{G}
Creature -- Insect
2/4
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#

Active Volcano
{R}
Instant
Choose one -- Destroy target blue permanent; or return target island to its owner's hand.

Adarkar Sentinel
{5}
Artifact Creature
3/3
{1}: Adarkar Sentinel gets +0/+1 until end of turn.

Adarkar Unicorn
{1}{W}{W}
Creature -- Unicorn
2/2
{T}: Add either {U} or {U} and one colorless mana to your mana pool. This mana is usable only to pay for cumulative upkeep.

Adarkar Wastes
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {W} or {U} to your mana pool. Adarkar Wastes deals 1 damage to you.

Addle
{1}{B}
Sorcery
Choose a color. Target player reveals his or her hand, then you choose a card of that color from it. That player discards that card.

Adun Oakenshield
{B}{R}{G}
Creature -- Legend
1/2
{B}{R}{G}, {T}: Return target creature card from your graveyard to your hand.

Advance Scout
{1}{W}
Creature -- Soldier
1/1
First strike
{W}: Target creature gains first strike until end of turn.

Adventurers' Guildhouse
Land
Green Legends you control have "bands with other Legends."

Aegis of Honor
{W}
Enchantment
{1}: The next time an instant or sorcery spell would deal damage to you this turn, that spell deals that damage to its controller instead.

Aegis of the Meek
{3}
Artifact
{1}, {T}: Target 1/1 creature gets +1/+2 until end of turn.

Aeolipile
{2}
Artifact
{1}, {T}, Sacrifice Aeolipile: Aeolipile deals 2 damage to target creature or player.

AErathi Berserker
{2}{R}{R}{R}
Creature -- Berserker
2/4
Rampage 3 #(Whenever this creature becomes blocked by two or more creatures, it gets +3/+3 until end of turn for each creature blocking it beyond the first.)#

Aerial Caravan
{4}{U}{U}
Creature -- Soldier
4/3
Flying
{1}{U}{U}: Remove the top card of your library from the game. Until end of turn, you may play that card as though it were in your hand. #(Reveal the card as you remove it from the game.)#

Aesthir Glider
{3}
Artifact Creature
2/1
Flying
Aesthir Glider can't block.

AEther Barrier
{2}{U}
Enchantment
Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays {1}.

AEther Burst
{1}{U}
Instant
Return up to X target creatures to their owners' hands, where X is one plus the number of cards named AEther Burst in all graveyards as you play AEther Burst.

AEther Charge
{4}{R}
Enchantment
Whenever a Beast comes into play under your control, you may have it deal 4 damage to target opponent.

AEther Flash
{2}{R}{R}
Enchantment
Whenever a creature comes into play, AEther Flash deals 2 damage to it.

AEther Mutation
{3}{G}{U}
Sorcery
Return target creature to its owner's hand. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

AEther Rift
{1}{R}{G}
Enchantment
At the beginning of your upkeep, reveal a card at random from your hand. If you reveal a noncreature card this way, discard that card. If you reveal a creature card this way, put that card into play unless any player pays 5 life. If a player pays 5 life, discard that card.

AEther Sting
{3}{R}
Enchantment
Whenever an opponent plays a creature spell, AEther Sting deals 1 damage to that player.

AEther Storm
{3}{U}
Enchantment
Creature cards can't be played.
Pay 4 life: Destroy AEther Storm. It can't be regenerated. Any player may play this ability.

AEther Tide
{X}{U}
Sorcery
As an additional cost to play AEther Tide, discard X creature cards from your hand.
Return X target creatures to their owners' hands.

Afflict
{2}{B}
Instant
Target creature gets -1/-1 until end of turn.
Draw a card.

Afiya Grove

{1}{G}
Enchantment
Afiya Grove comes into play with three +1/+1 counters on it.
At the beginning of your upkeep, move a +1/+1 counter from Afiya Grove onto target creature.
When Afiya Grove has no +1/+1 counters on it, sacrifice it.

Afterlife
{2}{W}
Instant
Destroy target creature. It can't be regenerated. Its controller puts a 1/1 white Spirit creature token with flying into play.

Aftershock
{2}{R}{R}
Sorcery
Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.

Ageless Sentinels
{3}{W}
Creature -- Wall
4/4
(Walls can't attack.)
Flying
When Ageless Sentinels blocks, its creature type becomes Giant Bird. (It's no longer a Wall. This effect doesn't end at end of turn.)

Agent of Shauku
{1}{B}
Creature -- Mercenary
1/1
{1}{B}, Sacrifice a land: Target creature gets +2/+0 until end of turn.

Agent of Stromgald
{R}
Creature -- Knight
1/1
{R}: Add {B} to your mana pool.

Aggravated Assault
{2}{R}
Enchantment
{3}{R}{R}: Untap all creatures you control. After this phase, there is an additional combat phase followed by an additional main phase. Play this ability only any time you could play a sorcery.

Aggression
{2}{R}
Enchant Creature
Aggression can enchant only a non-Wall creature.
Enchanted creature has first strike and trample.
At the end of its controller's turn, destroy enchanted creature if it didn't attack this turn.

Aggressive Urge
{1}{G}
Instant
Target creature gets +1/+1 until end of turn.
Draw a card.

Agility
{1}{R}
Enchant Creature
Enchanted creature gets +1/+1 and has flanking. #(Whenever a creature without

flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#

Agonizing Demise
{3}{B}
Instant
Kicker {1}{R} #(You may pay an additional #{1}{R}# as you play this spell.)#
Destroy target nonblack creature. It can't be regenerated. If you paid the kicker cost, Agonizing Demise deals damage equal to that creature's power to the creature's controller.

Agonizing Memories
{2}{B}{B}
Sorcery
Look at target player's hand and choose two cards from it. Put them on top of that player's library in any order.

Air Bladder
{U}
Enchant Creature
Enchanted creature has flying.
Enchanted creature may block only creatures with flying.

Air Elemental
{3}{U}{U}
Creature -- Elemental
4/4
Flying

Airborne Aid
{3}{U}
Sorcery
Draw a card for each Bird in play.

Airdrop Condor
{4}{R}
Creature -- Bird
2/2
Flying
{1}{R}, Sacrifice a Goblin: Airdrop Condor deals damage equal to the sacrificed Goblin's power to target creature or player.

Aisling Leprechaun
{G}
Creature -- Faerie
1/1
Whenever Aisling Leprechaun blocks or becomes blocked by a creature, that creature becomes green. #(This effect doesn't end at end of turn.)#

Akroma, Angel of Wrath
{5}{W}{W}{W}
Creature -- Angel Legend
6/6
Flying, first strike, trample, haste, protection from black, protection from red
Attacking doesn't cause Akroma, Angel of Wrath to tap.

Akroma's Blessing
{2}{W}
Instant
Creatures you control gain protection from the color of your choice until end of turn.
Cycling {W} ({W}, Discard this card from your hand: Draw a card.)

Akroma's Devoted

{3}{W}
Creature -- Cleric
2/4
Attacking doesn't cause Clerics to tap.

Akroma's Vengeance
{4}{W}{W}
Sorcery
Destroy all artifacts, creatures, and enchantments.
Cycling {3} ({3}, Discard this card from your hand: Draw a card.)

Akron Legionnaire
{6}{W}{W}
Creature -- Legionnaire
8/4
Except for creatures named Akron Legionnaire and artifact creatures, creatures you control can't attack.

Aku Djinn
{3}{B}{B}
Creature -- Djinn
5/6
Trample
At the beginning of your upkeep, put a +1/+1 counter on each creature you don't control.

Al-abara's Carpet
{5}
Artifact
{5}, {T}: Prevent all damage that would be dealt to you this turn by attacking creatures without flying.

Alabaster Dragon
{4}{W}{W}
Creature -- Dragon
4/4
Flying
If Alabaster Dragon would be put into a graveyard from play, shuffle Alabaster Dragon into its owner's library instead.

Alabaster Leech
{W}
Creature -- Leech
1/3
White spells you play cost {W} more to play.

Alabaster Potion
{X}{W}{W}
Instant
Choose one -- Target player gains X life; or prevent the next X damage that would be dealt to target creature or player this turn.

Alabaster Wall
{2}{W}
Creature -- Wall
0/4
#(Walls can't attack.)#
{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Aladdin
{2}{R}{R}
Creature -- Aladdin
1/1

{1}{R}{R}, {T}: Gain control of target artifact as long as Aladdin is in play.

Aladdin's Lamp
{10}
Artifact
{X}, {T}: The next time you would draw a card this turn, instead look at the top X cards of your library and draw one of them. Shuffle the rest and put them on the bottom of your library. X can't be 0.

Aladdin's Ring
{8}
Artifact
{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

Alarum
{1}{W}
Instant
Untap target nonattacking creature. It gets +1/+3 until end of turn.

Albino Troll
{1}{G}
Creature -- Troll
3/3
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
{1}{G}: Regenerate Albino Troll.

Alchor's Tomb
{4}
Artifact
{2}, {T}: Target permanent you control becomes the color of your choice. #(This effect doesn't end at end of turn.)#

Aleatory
{1}{R}
Instant
Play Aleatory only during combat after blockers are declared.
Flip a coin. If you win the flip, target creature gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.

Alexi, Zephyr Mage
{3}{U}{U}
Creature -- Spellshaper Legend
3/3
{X}{U}, {T}, Discard two cards from your hand: Return X target creatures to their owners' hands.

Alexi's Cloak
{1}{U}
Enchant Creature
You may play Alexi's Cloak any time you could play an instant.
Enchanted creature can't be the target of spells or abilities.

Ali Baba
{R}
Creature -- Ali-Baba
1/1
{R}: Tap target Wall.

Ali from Cairo
{2}{R}{R}
Creature -- Ali-from-Cairo
0/1
Damage that would reduce your life total to less than 1 reduces it to 1 instead.

Aliban's Tower
{1}{R}
Instant
Target blocking creature gets +3/+1 until end of turn.

All Hallow's Eve
{2}{B}{B}
Enchantment
All Hallow's Eve comes into play with two time counters on it.
At the beginning of your upkeep, if there is a time counter on All Hallow's Eve, remove a time counter from it. If there are no more time counters on it, each player returns all creature cards from his or her graveyard to play.

Allay
{1}{W}
Instant
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Destroy target enchantment.

Alley Grifters
{1}{B}{B}
Creature -- Mercenary
2/2
Whenever Alley Grifters becomes blocked, defending player discards a card from his or her hand.

Allied Strategies
{4}{U}
Sorcery
Target player draws a card for each basic land type among lands he or she controls.

Alloy Golem
{6}
Artifact Creature -- Golem
4/4
As Alloy Golem comes into play, choose a color.
Alloy Golem is the chosen color. #(It's still an artifact.)#

Alms
{W}
Enchantment
{1}, Remove the top card in your graveyard from the game: Prevent the next 1 damage that would be dealt to target creature this turn.

Alpha Kavu
{2}{G}
Creature -- Kavu
2/2
{1}{G}: Target Kavu gets -1/+1 until end of turn.

Alpha Status
{2}{G}
Enchant Creature
Enchanted creature gets +2/+2 for each other creature in play that shares a creature type with it.

Altar of Bone
{G}{W}
Sorcery
As an additional cost to play Altar of Bone, sacrifice a creature.
Search your library for a creature card, reveal that card, and put it into your

hand. Then shuffle your library.

Altar of Dementia
{2}
Artifact
Sacrifice a creature: Target player puts a number of cards equal to the sacrificed creature's power from the top of his or her library into his or her graveyard.

Alter Reality
{1}{U}
Instant
Change the text of target permanent or spell by replacing all instances of one color word with another. #(This effect doesn't end at end of turn.)#
Flashback {1}{U} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Aluren
{2}{G}{G}
Enchantment
Any player may play creature cards with converted mana cost 3 or less without paying their mana cost any time he or she could play an instant.

Ambassador Laquatus
{1}{U}{U}
Creature -- Merfolk Legend
1/3
{3}: Target player puts the top three cards of his or her library into his or her graveyard.

Amber Prison
{4}
Artifact
You may choose not to untap Amber Prison during your untap step.
{4}, {T}: Tap target artifact, creature, or land. As long as Amber Prison remains tapped, that permanent doesn't untap during its controller's untap step.

Ambush
{3}{R}
Instant
Blocking creatures gain first strike until end of turn.

Ambush Commander
{3}{G}{G}
Creature -- Elf
2/2
Forests you control are 1/1 green Elf creatures that are still lands.
{1}{G}, Sacrifice an Elf: Target creature gets +3/+3 until end of turn.

Ambush Party
{4}{R}
Creature -- Ambush-Party
3/1
First strike, haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Amnesia
{3}{U}{U}{U}
Sorcery
Target player reveals his or her hand and discards all nonland cards from it.

Amok
{1}{R}
Enchantment

{1}, Discard a card at random from your hand: Put a +1/+1 counter on target creature.

Amphibious Kavu
{2}{G}
Creature -- Kavu
2/2
Whenever Amphibious Kavu blocks or becomes blocked by one or more blue and/or black creatures, Amphibious Kavu gets +3/+3 until end of turn.

Amrou Kithkin
{W}{W}
Creature -- Kithkin
1/1
Amrou Kithkin can't be blocked by creatures with power 3 or greater.

Amugaba
{5}{U}{U}
Creature -- Illusion
6/6
Flying
{2}{U}, Discard a card from your hand: Return Amugaba to its owner's hand.

Amulet of Kroog
{2}
Artifact
{2}, {T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Amulet of Quoz
{6}
Artifact
Remove Amulet of Quoz from your deck before playing if you're not playing for ante.
{T}, Sacrifice Amulet of Quoz: Target opponent may add the top card of his or her library to the ante. If he or she doesn't, you flip a coin. If you win the flip, that player loses the game. If you lose the flip, you lose the game. Play this ability only during your upkeep.

Amulet of Unmaking
{5}
Artifact
{5}, {T}, Remove Amulet of Unmaking from the game: Remove target artifact, creature, or land from the game. Play this ability only any time you could play a sorcery.

Ana Disciple
{G}
Creature -- Wizard
1/1
{U}, {T}: Target creature gains flying until end of turn.
{B}, {T}: Target creature gets -2/-0 until end of turn.

Ana Sanctuary
{2}{G}
Enchantment
At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead.

Anaba Ancestor
{1}{R}
Creature -- Ghost
1/1

{T}: Target Minotaur gets +1/+1 until end of turn.

Anaba Bodyguard
{3}{R}
Creature -- Minotaur
2/3
First strike

Anaba Shaman
{3}{R}
Creature -- Minotaur
2/2
{R}, {T}: Anaba Shaman deals 1 damage to target creature or player.

Anaba Spirit Crafter
{2}{R}{R}
Creature -- Minotaur
1/3
All Minotaurs get +1/+0.

Anaconda
{3}{G}
Creature -- Snake
3/3
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Anarchist
{4}{R}
Creature -- Townsfolk
2/2
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Anarchy
{2}{R}{R}
Sorcery
Destroy all white permanents.

Anavolver
{3}{G}
Creature -- Volver
3/3
Kicker {1}{U} and/or {B}
If you paid the {1}{U} kicker cost, Anavolver comes into play with two +1/+1 counters on it and with flying.
If you paid the {B} kicker cost, Anavolver comes into play with a +1/+1 counter on it and with "Pay 3 life: Regenerate Anavolver."

Ancestor's Chosen
{5}{W}{W}
Creature -- Cleric
4/4
First strike
When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.

Ancestor's Prophet
{4}{W}
Creature -- Cleric Lord
1/5
Tap five untapped Clerics you control: You gain 10 life.

Ancestral Knowledge

{1}{U}
Enchantment
Cumulative upkeep {1}
When Ancestral Knowledge comes into play, look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order.
When Ancestral Knowledge leaves play, shuffle your library.

Ancestral Mask
{2}{G}
Enchant Creature
Enchanted creature gets +2/+2 for each other enchantment in play.

Ancestral Memories
{2}{U}{U}{U}
Sorcery
Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.

Ancestral Recall
{U}
Instant
Target player draws three cards.

Ancestral Tribute
{5}{W}{W}
Sorcery
You gain 2 life for each card in your graveyard.
Flashback {9}{W}{W}{W} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Ancient Hydra
{4}{R}
Creature -- Hydra
5/1
Fading 5 #(This creature comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
{1}, Remove a fade counter from Ancient Hydra: Ancient Hydra deals 1 damage to target creature or player.

Ancient Kavu
{3}{R}
Creature -- Kavu
3/3
{2}: Ancient Kavu becomes colorless until end of turn.

Ancient Ooze
{5}{G}{G}
Creature -- Ooze
/
Ancient Ooze's power and toughness are each equal to the total converted mana cost of other creatures you control.

Ancient Runes
{2}{R}
Enchantment
At the beginning of each player's upkeep, Ancient Runes deals to that player damage equal to the number of artifacts he or she controls.

Ancient Silverback
{4}{G}{G}
Creature -- Ape
6/5

{G}: Regenerate Ancient Silverback.

Ancient Spider
{2}{G}{W}
Creature -- Spider
2/5
First strike
Ancient Spider may block as though it had flying.

Ancient Spring
Land
Ancient Spring comes into play tapped.
{T}: Add {U} to your mana pool.
{T}, Sacrifice Ancient Spring: Add {W}{B} to your mana pool.

Ancient Tomb
Land
{T}: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.

Andradite Leech
{2}{B}
Creature -- Leech
2/2
Black spells you play cost {B} more to play.
{B}: Andradite Leech gets +1/+1 until end of turn.

Angel of Mercy
{4}{W}
Creature -- Angel
3/3
Flying
When Angel of Mercy comes into play, you gain 3 life.

Angel of Retribution
{6}{W}
Creature -- Angel
5/5
Flying, first strike

Angelfire Crusader
{3}{W}
Creature -- Soldier
2/3
{R}: Angelfire Crusader gets +1/+0 until end of turn.

Angelic Blessing
{2}{W}
Sorcery
Target creature gets +3/+3 and gains flying until end of turn.

Angelic Chorus
{3}{W}{W}
Enchantment
Whenever a creature comes into play under your control, you gain life equal to its toughness.

Angelic Curator
{1}{W}
Creature -- Spirit
1/1
Flying, protection from artifacts

Angelic Favor

{3}{W}
Instant
If you control a plains, you may tap an untapped creature you control rather than pay Angelic Favor's mana cost.
Play Angelic Favor only during combat.
Put a 4/4 white Angel creature token with flying into play. Remove it from the game at end of turn.

Angelic Page
{1}{W}
Creature -- Spirit
1/1
Flying
{T}: Target attacking or blocking creature gets +1/+1 until end of turn.

Angelic Protector
{3}{W}
Creature -- Angel
2/2
Flying
Whenever Angelic Protector becomes the target of a spell or ability, Angelic Protector gets +0/+3 until end of turn.

Angelic Renewal
{1}{W}
Enchantment
Whenever a creature is put into your graveyard from play, you may sacrifice Angelic Renewal. If you do, return that creature to play.

Angelic Shield
{W}{U}
Enchantment
Creatures you control get +0/+1.
Sacrifice Angelic Shield: Return target creature to its owner's hand.

Angelic Voices
{2}{W}{W}
Enchantment
Creatures you control get +1/+1 as long as you control no nonartifact, nonwhite creatures.

Angelic Wall
{1}{W}
Creature -- Wall
0/4
#(Walls can't attack.)#
Flying

Angel's Trumpet
{3}
Artifact
Attacking doesn't cause creatures to tap.
At the end of each player's turn, tap all untapped creatures that player controls that didn't attack this turn. Angel's Trumpet deals to the player damage equal to the number of creatures tapped this way.

Anger
{3}{R}
Creature -- Incarnation
2/2
Haste
As long as Anger is in your graveyard and you control a mountain, creatures you control have haste.

Angry Mob
{2}{W}{W}
Creature -- Mob
2+*/2+*
Trample
During your turn, Angry Mob's power and toughness are each equal to 2 plus the number of swamps all opponents control. During other players' turns, Angry Mob's power and toughness are each 2.

Angus Mackenzie
{G}{W}{U}
Creature -- Legend
2/2
{G}{W}{U}, {T}: Prevent all combat damage that would be dealt this turn.

An-Havva Constable
{1}{G}{G}
Creature -- Constable
2/1+*
An-Havva Constable's toughness is equal to 1 plus the number of green creatures in play.

An-Havva Inn
{1}{G}{G}
Sorcery
Gain X+1 life, where X is the number of green creatures in play.

An-Havva Township
Land
{T}: Add one colorless mana to your mana pool.
{1}, {T}: Add {G} to your mana pool.
{2}, {T}: Add {R} or {W} to your mana pool.

Animal Boneyard
{2}{W}
Enchant Land
Enchanted land has "{T}, Sacrifice a creature: You gain life equal to that creature's toughness."

Animal Magnetism
{4}{G}
Sorcery
Reveal the top five cards of your library. An opponent chooses a creature card from among them. Put that card into play and the rest into your graveyard.

Animate Artifact
{3}{U}
Enchant Artifact
Enchanted artifact is a creature with power and toughness each equal to its converted mana cost. It's still an artifact.

Animate Dead
{1}{B}
Enchantment
When Animate Dead comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play under your control enchanted by Animate Dead.
Enchanted creature gets -1/-0.
When Animate Dead leaves play, destroy enchanted creature. It can't be regenerated.

Animate Land
{G}
Instant

Until end of turn, target land is a 3/3 creature that's still a land.

Animate Wall
{W}
Enchant Creature
Enchanted creature may attack as though it weren't a Wall.

Ankh of Mishra
{2}
Artifact
Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller.

Annex
{2}{U}{U}
Enchant Land
You control enchanted land.

Annihilate
{3}{B}{B}
Instant
Destroy target nonblack creature. It can't be regenerated.
Draw a card.

Annul
{U}
Instant
Counter target artifact or enchantment spell.

Anoint
{W}
Instant
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Prevent the next 3 damage that would be dealt to target creature this turn.

Antagonism
{3}{R}
Enchantment
At the end of each player's turn, Antagonism deals 2 damage to that player unless one of his or her opponents was dealt damage that turn.

Anthroplasm
{2}{U}{U}
Creature -- Shapeshifter
0/0
Anthroplasm comes into play with two +1/+1 counters on it.
{X}, {T}: Remove all +1/+1 counters from Anthroplasm and put X +1/+1 counters on it.

Anti-Magic Aura
{2}{U}
Enchant Creature
Enchanted creature can't be the target of spells and can't be enchanted by enchantments except for Anti-Magic Aura.

Anurid Barkripper
{1}{G}{G}
Creature -- Beast
2/2
Threshold -- Anurid Barkripper gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)

Anurid Brushhopper

{1}{G}{W}
Creature -- Beast
3/4
Discard two cards from your hand: Remove Anurid Brushhopper from the game. Return it to play under its owner's control at end of turn.

Anurid Murkdiver
{4}{B}{B}
Creature -- Zombie Beast
4/3
Swampwalk

Anurid Scavenger
{2}{G}
Creature -- Beast
3/3
Protection from black
At the beginning of your upkeep, sacrifice Anurid Scavenger unless you put a card from your graveyard on the bottom of your library.

Anurid Swarmsnapper
{2}{G}
Creature -- Beast
1/4
Anurid Swarmsnapper may block as though it had flying.
{1}{G}: Anurid Swarmsnapper may block an additional creature this turn.

Anvil of Bogardan
{2}
Artifact
Players have no maximum hand size.
At the beginning of each player's draw step, that player draws a card, then discards a card from his or her hand.

An-Zerrin Ruins
{2}{R}{R}
Enchantment
As An-Zerrin Ruins comes into play, choose a creature type.
Creatures of the chosen type don't untap during their controllers' untap steps.

Apathy
{U}
Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.
At the beginning of the upkeep of enchanted creature's controller, that player may discard a card at random from his or her hand. If he or she does, untap enchanted creature.

Apes of Rath
{2}{G}{G}
Creature -- Ape
5/4
Whenever Apes of Rath attacks, it doesn't untap during its controller's next untap step.

Aphetto Alchemist
{1}{U}
Creature -- Wizard
1/2
{T}: Untap target artifact or creature.
Morph {U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Aphetto Dredging

{3}{B}
Sorcery
Return up to three target creature cards of the creature type of your choice from your graveyard to your hand.

Aphetto Exterminator
{2}{B}
Creature -- Wizard
3/1
Morph {3}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Aphetto Exterminator is turned face up, target creature gets -3/-3 until end of turn.

Aphetto Grifter
{2}{U}
Creature -- Wizard
1/1
Tap two untapped Wizards you control: Tap target permanent.

Aphetto Runecaster
{3}{U}
Creature -- Wizard
2/3
Whenever a creature is turned face up, you may draw a card.

Aphetto Vulture
{4}{B}{B}
Creature -- Zombie Bird
3/2
Flying
When Aphetto Vulture is put into a graveyard from play, you may put target Zombie card from your graveyard on top of your library.

Apocalypse
{2}{R}{R}{R}
Sorcery
Remove all permanents from the game. You discard your hand.

Apocalypse Chime
{2}
Artifact
{2}, {T}, Sacrifice Apocalypse Chime: Destroy all cards from the Homelands expansion. They can't be regenerated.

Apprentice Necromancer
{1}{B}
Creature -- Wizard
1/1
{B}, {T}, Sacrifice Apprentice Necromancer: Return target creature card from your graveyard to play. That creature gains haste. At end of turn, sacrifice it. #(The creature may attack and #{T}# the turn it comes under your control.)#

Apprentice Wizard
{1}{U}{U}
Creature -- Wizard
0/1
{U}, {T}: Add three colorless mana to your mana pool.

Aquamoeba
{1}{U}
Creature -- Beast
1/3
Discard a card from your hand: Switch Aquamoeba's power and toughness until end

of turn.

Arboria
{2}{G}{G}
Enchant World
Creatures can't attack a player who didn't play a spell and didn't put a card into play during his or her last turn.

Arc Lightning
{2}{R}
Sorcery
Arc Lightning deals 3 damage divided as you choose among any number of target creatures and/or players.

Arc Mage
{2}{R}
Creature -- Spellshaper
2/2
{2}{R}, {T}, Discard a card from your hand: Arc Mage deals 2 damage divided as you choose among any number of target creatures and/or players.

Arcades Sabboth
{2}{G}{G}{W}{W}{U}{U}
Creature -- Elder Dragon Legend
7/7
Flying
Untapped nonattacking creatures you control get +0/+2.
At the beginning of your upkeep, sacrifice Arcades Sabboth unless you pay {G}{W}{U}.
{W}: Arcades Sabboth gets +0/+1 until end of turn.

Arcane Denial
{1}{U}
Instant
Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.
You draw a card at the beginning of the next turn's upkeep.

Arcane Laboratory
{2}{U}
Enchantment
Each player can't play more than one spell each turn.

Arcane Teachings
{2}{R}
Enchant Creature
Enchanted creature gets +2/+2 and has "{T}: This creature deals 1 damage to target creature or player."

Arcanis the Omnipotent
{3}{U}{U}{U}
Creature -- Wizard Legend
3/4
{T}: Draw three cards.
{2}{U}{U}: Return Arcanis the Omnipotent to its owner's hand.

Archaeological Dig
Land
{T}: Add one colorless mana to your mana pool.
{T}, Sacrifice Archaeological Dig: Add one mana of any color to your mana pool.

Archangel
{5}{W}{W}
Creature -- Angel

5/5
Flying
Attacking doesn't cause Archangel to tap.

Archery Training
{W}
Enchant Creature
At the beginning of your upkeep, you may put an arrow counter on Archery Training.
Enchanted creature has "{T}: This creature deals X damage to target attacking or blocking creature, where X is the number of arrow counters on the Archery Training that created this ability."

Archivist
{2}{U}{U}
Creature -- Wizard
1/1
{T}: Draw a card.

Arctic Foxes
{1}{W}
Creature -- Fox
1/1
Creatures with power 2 or greater can't block Arctic Foxes as long as defending player controls a snow-covered land.

Arctic Merfolk
{1}{U}
Creature -- Merfolk
1/1
Kicker--Return a creature you control to its owner's hand. #(You may return a creature you control to its owner's hand in addition to any other costs as you play this spell.)#
If you paid the kicker cost, Arctic Merfolk comes into play with a +1/+1 counter on it.

Arctic Wolves
{3}{G}{G}
Creature -- Wolf
4/5
Cumulative upkeep {2}
When Arctic Wolves comes into play, draw a card.

Arcum's Sleigh
{1}
Artifact
{2}, {T}: Until end of turn, attacking doesn't cause target creature to tap if defending player controls a snow-covered land.

Arcum's Weathervane
{2}
Artifact
{2}, {T}: Target snow-covered land loses snow-covered. #(This effect doesn't end at end of turn.)#
{2}, {T}: Target basic land without snow-covered gains snow-covered. #(This effect doesn't end at end of turn.)#

Arcum's Whistle
{3}
Artifact
{3}, {T}: Target non-Wall creature's controller may pay that creature's converted mana cost. If he or she doesn't, the creature attacks this turn if able, and at end of turn, destroy it if it didn't attack. Play this ability only during the creature's controller's turn before attackers are declared. You can't

target a creature that came under its controller's control this turn.

Ardent Militia
{4}{W}
Creature -- Soldier
2/5
Attacking doesn't cause Ardent Militia to tap.

Ardent Soldier
{1}{W}
Creature -- Soldier
1/2
Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#
Attacking doesn't cause Ardent Soldier to tap.
If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it.

Arena
Land
{3}, {T}: Choose a creature you control. An opponent chooses a creature he or she controls. Tap both creatures. Each of those creatures deals damage equal to its power to the other.

Arena of the Ancients
{3}
Artifact
Legends don't untap during their controllers' untap steps.
When Arena of the Ancients comes into play, tap all Legends.

Arenson's Aura
{2}{W}
Enchantment
{W}, Sacrifice an enchantment: Destroy target enchantment.
{3}{U}{U}: Counter target enchantment spell.

Argivian Archaeologist
{1}{W}{W}
Creature -- Archaeologist
1/1
{W}{W}, {T}: Return target artifact card from your graveyard to your hand.

Argivian Blacksmith
{1}{W}{W}
Creature -- Smith
2/2
{T}: Prevent the next 2 damage that would be dealt to target artifact creature this turn.

Argivian Find
{W}
Instant
Return target artifact or enchantment card from your graveyard to your hand.

Argivian Restoration
{2}{U}{U}
Sorcery
Put target artifact card from your graveyard into play.

Argothian Elder
{3}{G}
Creature -- Elf
2/2
{T}: Untap two target lands.

Argothian Enchantress
{1}{G}
Creature -- Enchantress
0/1
Argothian Enchantress can't be the target of spells or abilities.
Whenever you play an enchantment spell, draw a card.

Argothian Pixies
{1}{G}
Creature -- Faerie
2/1
Argothian Pixies can't be blocked by artifact creatures.
Prevent all damage that would be dealt to Argothian Pixies by artifact creatures.

Argothian Swine
{3}{G}
Creature -- Boar
3/3
Trample

Argothian Treefolk
{3}{G}{G}
Creature -- Treefolk
3/5
Prevent all damage that would be dealt to Argothian Treefolk by artifacts.

Argothian Wurm
{3}{G}
Creature -- Wurm
6/6
Trample
When Argothian Wurm comes into play, any player may sacrifice a land. If a player does, put Argothian Wurm on top of its owner's library.

Ark of Blight
{2}
Artifact
{3}, {T}, Sacrifice Ark of Blight: Destroy target land.

Armadillo Cloak
{1}{G}{W}
Enchant Creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.

Armageddon
{3}{W}
Sorcery
Destroy all lands.

Armageddon Clock
{6}
Artifact
At the beginning of your upkeep, put a doom counter on Armageddon Clock.
At the beginning of your draw step, Armageddon Clock deals damage to each player equal to the number of doom counters on it.
{4}: Remove a doom counter from Armageddon Clock. Any player may play this ability but only during any upkeep step.

Armistice
{2}{W}
Enchantment
{3}{W}{W}: You draw a card and target opponent gains 3 life.

Armor of Faith
{W}
Enchant Creature
Enchanted creature gets +1/+1.
{W}: Enchanted creature gets +0/+1 until end of turn.

Armor of Thorns
{1}{G}
Enchant Creature
Armor of Thorns can enchant only a nonblack creature.
You may play Armor of Thorns any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +2/+2.

Armor Sliver
{2}{W}
Creature -- Sliver
2/2
All Slivers have "{2}: This creature gets +0/+1 until end of turn."

Armor Thrull
{2}{B}
Creature -- Thrull
1/3
{T}, Sacrifice Armor Thrull: Put a +1/+2 counter on target creature.

Armored Guardian
{3}{W}{U}
Creature -- Guardian
2/5
{1}{W}{W}: Target creature you control gains protection from the color of your choice until end of turn.
{1}{U}{U}: Armored Guardian can't be the target of spells or abilities this turn.

Armored Pegasus
{1}{W}
Creature -- Pegasus
1/2
Flying

Armorer Guildmage
{R}
Creature -- Wizard
1/1
{B}, {T}: Target creature gets +1/+0 until end of turn.
{G}, {T}: Target creature gets +0/+1 until end of turn.

Arms Dealer
{2}{R}
Creature -- Goblin
1/1
{1}{R}, Sacrifice a Goblin: Arms Dealer deals 4 damage to target creature.

Army Ants
{1}{B}{R}
Creature -- Insect
1/1
{T}, Sacrifice a land: Destroy target land.

Army of Allah
{1}{W}{W}

Instant
Attacking creatures get +2/+0 until end of turn.

Arnjlot's Ascent
{1}{U}{U}
Enchantment
Cumulative upkeep {U}
{1}: Target creature gains flying until end of turn.

Arrest
{2}{W}
Enchant Creature
Enchanted creature can't attack or block, and its activated abilities can't be played.

Arrogant Wurm
{3}{G}{G}
Creature -- Wurm
4/4
Trample
Madness {2}{G} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Artifact Blast
{R}
Instant
Counter target artifact spell.

Artifact Mutation
{R}{G}
Instant
Destroy target artifact. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Artifact Possession
{2}{B}
Enchant Artifact
Whenever enchanted artifact becomes tapped or a player plays an activated ability of enchanted artifact without {T} in its activation cost, Artifact Possession deals 2 damage to that artifact's controller.

Artifact Ward
{W}
Enchant Creature
Enchanted creature has protection from artifacts. This effect doesn't remove Artifact Ward.

Artificial Evolution
{U}
Instant
Change the text of target spell or permanent by replacing all instances of one creature type with another. The new creature type can't be Legend or Wall. (This effect doesn't end at end of turn.)

Ascendant Evincar
{4}{B}{B}
Creature -- Legend
3/3
Flying
Other black creatures get +1/+1.
Nonblack creatures get -1/-1.

Ascending Aven
{2}{U}{U}

Creature -- Bird Soldier
3/2
Flying
Ascending Aven may block only creatures with flying.
Morph {2}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Ashen Firebeast
{6}{R}{R}
Creature -- Beast
6/6
{1}{R}: Ashen Firebeast deals 1 damage to each creature without flying.

Ashen Ghoul
{3}{B}
Creature -- Ghoul
3/1
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
{B}: Return Ashen Ghoul from your graveyard to play. Play this ability only during your upkeep and only if three or more creature cards are above Ashen Ghoul.

Ashen Powder
{2}{B}{B}
Sorcery
Put target creature card from an opponent's graveyard into play under your control.

Ashes to Ashes
{1}{B}{B}
Sorcery
Remove two target nonartifact creatures from the game. Ashes to Ashes deals 5 damage to you.

Ashnod's Altar
{3}
Artifact
Sacrifice a creature: Add two colorless mana to your mana pool.

Ashnod's Battle Gear
{2}
Artifact
You may choose not to untap Ashnod's Battle Gear during your untap step.
{2}, {T}: Target creature you control gets +2/-2 as long as Ashnod's Battle Gear remains tapped.

Ashnod's Cylix
{2}
Artifact
{3}, {T}: Target player looks at the top three cards of his or her library, puts one of them back on top of his or her library, then removes the rest from the game.

Ashnod's Transmogrant
{1}
Artifact
{T}, Sacrifice Ashnod's Transmogrant: Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact in addition to its types. #(This effect doesn't end at end of turn.)#

Asmira, Holy Avenger
{2}{G}{W}
Creature -- Legend

2/3
Flying
At end of turn, put a +1/+1 counter on Asmira, Holy Avenger for each creature put into your graveyard from play this turn.

Aspect of Wolf
{1}{G}
Enchant Creature
Enchanted creature gets +X/+Y, where X is equal to half the number of forests you control, rounded down, and Y is equal to half the number of forests you control, rounded up.

Assault // Battery
{R} // {3}{G}
Sorcery // Sorcery
Assault deals 2 damage to target creature or player. // Put a 3/3 green Elephant creature token into play.

Assembly Hall
{5}
Artifact
{4}, {T}: Reveal a creature card in your hand. Search your library for a card with the same name as that card, reveal the card, and put it into your hand. Then shuffle your library.

Astral Slide
{2}{W}
Enchantment
Whenever a player cycles a card, you may remove target creature from the game. If you do, return that creature to play under its owner's control at end of turn.

Astral Steel
{2}{W}
Instant
Target creature gets +1/+2 until end of turn.
Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Astrolabe
{3}
Artifact
{1}, {T}, Sacrifice Astrolabe: Add two mana of any one color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Atalya, Samite Master
{3}{W}{W}
Creature -- Cleric Legend
2/3
{X}, {T}: Choose one -- Prevent the next X damage that would be dealt to target creature this turn; or you gain X life. Spend only white mana this way.

Atog
{1}{R}
Creature -- Atog
1/2
Sacrifice an artifact: Atog gets +2/+2 until end of turn.

Atogatog
{W}{U}{B}{R}{G}
Creature -- Atog Legend
5/5
Sacrifice an Atog: Atogatog gets +X/+X until end of turn, where X is the sacrificed Atog's power.

Attrition
{1}{B}{B}
Enchantment
{B}, Sacrifice a creature: Destroy target nonblack creature.

Attunement
{2}{U}
Enchantment
Return Attunement to its owner's hand: Draw three cards, then discard four cards from your hand.

Aura Blast
{1}{W}
Instant
Destroy target enchantment.
Draw a card.

Aura Extraction
{1}{W}
Instant
Put target enchantment on top of its owner's library.
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Aura Flux
{2}{U}
Enchantment
All other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay {2}."

Aura Fracture
{2}{W}
Enchantment
Sacrifice a land: Destroy target enchantment.

Aura Graft
{1}{U}
Instant
Gain control of target enchantment that's enchanting a permanent. Move that enchantment to another permanent it can enchant. #(This effect doesn't end at end of turn.)#

Aura Mutation
{G}{W}
Instant
Destroy target enchantment. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Aura of Silence
{1}{W}{W}
Enchantment
Artifact and enchantment spells your opponents play cost {2} more to play.
Sacrifice Aura of Silence: Destroy target artifact or enchantment.

Aura Shards
{1}{G}{W}
Enchantment
Whenever a creature comes into play under your control, you may destroy target artifact or enchantment.

Aura Thief
{3}{U}
Creature -- Illusion
2/2

Flying
When Aura Thief is put into a graveyard from play, you gain control of all enchantments. #(You don't get to move local enchantments.)#

Auramancer
{2}{W}
Creature -- Wizard
2/2
When Auramancer comes into play, you may return target enchantment card from your graveyard to your hand.

Auratog
{1}{W}
Creature -- Atog
1/2
Sacrifice an enchantment: Auratog gets +2/+2 until end of turn.

Aurification
{2}{W}{W}
Enchantment
Whenever a creature deals damage to you, put a gold counter on it.
Each creature with a gold counter on it is a Wall in addition to its other creature types. (Walls can't attack.)
When Aurification leaves play, remove all gold counters from all creatures.

Aurochs
{3}{G}
Creature -- Aurochs
2/3
Trample
As long as Aurochs is attacking, it gets +1/+0 for each other attacking Aurochs.

Aurora Griffin
{3}{W}
Creature -- Griffin
2/2
Flying
{W}: Target permanent becomes white until end of turn.

Auspicious Ancestor
{3}{W}
Creature -- Ancestor
2/3
When Auspicious Ancestor is put into a graveyard from play, you gain 3 life.
Whenever a white spell is played, you may pay {1}. If you do, you gain 1 life.

Autumn Willow
{4}{G}{G}
Creature -- Legend
4/4
Autumn Willow can't be the target of spells or abilities.
{G}: Until end of turn, Autumn Willow may be the target of spells and abilities controlled by target player as though it did not have "Autumn Willow can't be the target of spells or abilities."

Avalanche
{X}{2}{R}{R}
Sorcery
Destroy X target snow-covered lands.

Avalanche Riders
{3}{R}
Creature -- Nomad
2/2

Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Avalanche Riders comes into play, destroy target land.

Avarax
{3}{R}{R}
Creature -- Beast
3/3
Haste
When Avarax comes into play, you may search your library for a card named Avarax, reveal it, and put it into your hand. If you do, shuffle your library.
{1}{R}: Avarax gets +1/+0 until end of turn.

Avatar of Fury
{6}{R}{R}
Creature -- Avatar
6/6
If an opponent controls seven or more lands, Avatar of Fury costs {6} less to play.
Flying
{R}: Avatar of Fury gets +1/+0 until end of turn.

Avatar of Hope
{6}{W}{W}
Creature -- Avatar
4/9
If you have 3 life or less, Avatar of Hope costs {6} less to play.
Flying
Avatar of Hope may block any number of creatures.

Avatar of Might
{6}{G}{G}
Creature -- Avatar
8/8
If an opponent controls at least four more creatures than you, Avatar of Might costs {6} less to play.
Trample

Avatar of Will
{6}{U}{U}
Creature -- Avatar
5/6
If an opponent has no cards in hand, Avatar of Will costs {6} less to play.
Flying

Avatar of Woe
{6}{B}{B}
Creature -- Avatar
6/5
If there are ten or more creature cards total in all graveyards, Avatar of Woe costs {6} less to play.
Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#
{T}: Destroy target creature. It can't be regenerated.

Aven Archer
{3}{W}{W}
Creature -- Bird Soldier
2/2
Flying
{2}{W}, {T}: Aven Archer deals 2 damage to target attacking or blocking creature.

Aven Brigadier
{3}{W}{W}{W}
Creature -- Bird Soldier
3/5
Flying
All other Birds get +1/+1.
All other Soldiers get +1/+1.

Aven Cloudchaser
{3}{W}
Creature -- Bird Soldier
2/2
Flying
When Aven Cloudchaser comes into play, destroy target enchantment.

Aven Envoy
{U}
Creature -- Bird Soldier
0/2
Flying

Aven Farseer
{1}{W}
Creature -- Bird Soldier
1/1
Flying
Whenever a creature is turned face up, put a +1/+1 counter on Aven Farseer.

Aven Fateshaper
{6}{U}
Creature -- Bird Wizard
4/5
Flying
When Aven Fateshaper comes into play, look at the top four cards of your library, then put them back in any order.
{4}{U}: Look at the top four cards of your library, then put them back in any order.

Aven Fisher
{3}{U}
Creature -- Bird Soldier
2/2
Flying
When Aven Fisher is put into a graveyard from play, you may draw a card.

Aven Flock
{4}{W}
Creature -- Bird Soldier
2/3
Flying
{W}: Aven Flock gets +0/+1 until end of turn.

Aven Fogbringer
{3}{U}
Creature -- Bird Wizard
2/1
Flying
When Aven Fogbringer comes into play, return target land to its owner's hand.

Aven Liberator
{2}{W}{W}
Creature -- Bird Soldier
2/3

Flying
Morph {3}{W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Aven Liberator is turned face up, target creature you control gains protection from the color of your choice until end of turn.

Aven Redeemer
{3}{W}
Creature -- Bird Cleric
2/2
Flying
{T}: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Aven Shrine
{1}{W}{W}
Enchantment
Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Aven Smokeweaver
{2}{U}{U}
Creature -- Bird Soldier
2/3
Flying, protection from red

Aven Soulgazer
{3}{W}{W}
Creature -- Bird Cleric
3/3
Flying
{2}{W}: Look at target face-down creature.

Aven Trooper
{3}{W}
Creature -- Bird Soldier
1/1
Flying
{2}{W}, Discard a card from your hand: Aven Trooper gets +1/+2 until end of turn.

Aven Warcraft
{2}{W}
Instant
Creatures you control get +0/+2 until end of turn.
Threshold -- Creatures you control also gain protection from the color of your choice until end of turn. (You have threshold if seven or more cards are in your graveyard.)

Aven Warhawk
{4}{W}
Creature -- Bird Soldier
2/2
Amplify 1 (As this card comes into play, put a +1/+1 counter on it for each Bird and/or Soldier card you reveal in your hand.)
Flying

Aven Windreader
{3}{U}{U}
Creature -- Bird Soldier Wizard
3/3
Flying
{1}{U}: Target player reveals the top card of his or her library.

Avenger en-Dal
{1}{W}
Creature -- Spellshaper
1/1
{2}{W}, {T}, Discard a card from your hand: Remove target attacking creature from the game. Its controller gains life equal to its toughness.

Avenging Angel
{3}{W}{W}
Creature -- Angel
3/3
Flying
If Avenging Angel would be put into a graveyard from play, you may put Avenging Angel on top of its owner's library instead.

Avenging Druid
{2}{G}
Creature -- Druid
1/3
Whenever Avenging Druid deals damage to an opponent, you may reveal cards from the top of your library until you reveal a land card. Put that card into play and put all other cards revealed this way into your graveyard.

Avizoa
{3}{U}
Creature -- Avizoa
2/2
Flying
{0}: Avizoa gets +2/+2 until end of turn. You skip your next untap step. Play this ability only once each turn.

Avoid Fate
{G}
Instant
Counter target instant or enchantment spell that targets a permanent you control.

Awakening
{2}{G}{G}
Enchantment
At the beginning of each player's upkeep, all players untap all creatures and lands they control.

Awesome Presence
{U}
Enchant Creature
Enchanted creature can't be blocked unless defending player pays {3} for each creature that blocks enchanted creature. #(This cost is paid as blockers are declared.)#

Axelrod Gunnarson
{4}{B}{B}{R}{R}
Creature -- Legend
5/5
Trample
Whenever a creature dealt damage by Axelrod Gunnarson this turn is put into a graveyard, you gain 1 life and Axelrod deals 1 damage to target player.

Ayesha Tanaka
{W}{W}{U}{U}
Creature -- Legend
2/2
Banding
{T}: Counter target activated ability of an artifact unless that ability's

controller pays {W}.

Aysen Abbey
Land
{T}: Add one colorless mana to your mana pool.
{1}, {T}: Add {W} to your mana pool.
{2}, {T}: Add {G} or {U} to your mana pool.

Aysen Bureaucrats
{1}{W}
Creature -- Bureaucrat
1/1
{T}: Tap target creature with power 2 or less.

Aysen Crusader
{2}{W}{W}
Creature -- Crusader
2+*/2+*
Aysen Crusader's power and toughness are each equal to 2 plus the number of Heroes you control.

Aysen Highway
{3}{W}{W}{W}
Enchantment
White creatures have plainswalk. #(They're unblockable as long as defending player controls a plains.)#

Azimaet Drake
{2}{U}
Creature -- Drake
1/3
Flying
{U}: Azimaet Drake gets +1/+0 until end of turn. Play this ability only once each turn.

Azure Drake
{3}{U}
Creature -- Drake
2/4
Flying

Back to Basics
{2}{U}
Enchantment
Nonbasic lands don't untap during their controllers' untap steps.

Backdraft
{1}{R}
Instant
This turn, whenever target sorcery spell deals damage, Backdraft deals half that much damage, rounded down, to that spell's controller.

Backfire
{U}
Enchant Creature
Whenever enchanted creature deals damage to you, Backfire deals that much damage to enchanted creature's controller.

Backlash
{1}{B}{R}
Instant
Tap target untapped creature. That creature deals damage equal to its power to its controller.

Backslide
{1}{U}
Instant
Turn target creature with morph face down.
Cycling {U} ({U}, Discard this card from your hand: Draw a card.)

Bad Moon
{1}{B}
Enchantment
Black creatures get +1/+1.

Bad River
Land
Bad River comes into play tapped.
{T}, Sacrifice Bad River: Search your library for an island or swamp card and put it into play. Then shuffle your library.

Badlands
Land
Badlands is a mountain and a swamp in addition to its land type.

Baki's Curse
{2}{U}{U}
Sorcery
Baki's Curse deals 2 damage to each creature for each enchant creature enchanting that creature.

Balance
{1}{W}
Sorcery
Except the player who controls the fewest lands, each player sacrifices lands until all players control the same number of lands as the player who controls the fewest. Players do the same for creatures and discard cards from their hands the same way.

Balancing Act
{2}{W}{W}
Sorcery
Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards from his or her hand the same way.

Balduvian Barbarians
{1}{R}{R}
Creature -- Barbarian
3/2

Balduvian Bears
{1}{G}
Creature -- Bear
2/2

Balduvian Conjurer
{1}{U}
Creature -- Wizard
0/2
{T}: Until end of turn, target snow-covered land becomes a 2/2 creature that's still a land.

Balduvian Dead
{3}{B}
Creature -- Zombie
2/3

{2}{R}, Remove a creature card in your graveyard from the game: Put a 3/1 black and red Graveborn creature token with haste into play. Sacrifice it at end of turn. #(The creature may attack and #{T}# the turn it comes under your control.)#

Balduvian Horde
{2}{R}{R}
Creature -- Barbarian
5/5
When Balduvian Horde comes into play, sacrifice it unless you discard a card at random from your hand.

Balduvian Hydra
{X}{R}{R}
Creature -- Hydra
0/1
Balduvian Hydra comes into play with X +1/+0 counters on it.
Remove a +1/+0 counter from Balduvian Hydra: Prevent the next 1 damage that would be dealt to Balduvian Hydra this turn.
{R}{R}{R}: Put a +1/+0 counter on Balduvian Hydra. Play this ability only during your upkeep.

Balduvian Shaman
{U}
Creature -- Cleric
1/1
{T}: Change the text of target white enchantment you control that doesn't have cumulative upkeep by replacing all instances of one color word with another. That enchantment gains "Cumulative upkeep {1}." #(For example, you may change "counters black spells" to "counters blue spells.")#

Balduvian Trading Post
Land
If Balduvian Trading Post would come into play, sacrifice an untapped mountain instead. If you do, put Balduvian Trading Post into play. If you don't, put it into its owner's graveyard.
{T}: Add {R} and one colorless mana to your mana pool.
{1}, {T}: Balduvian Trading Post deals 1 damage to target attacking creature.

Balduvian War-Makers
{4}{R}
Creature -- Barbarian
3/3
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Rampage 1 #(Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)#

Baleful Stare
{2}{U}
Sorcery
Target opponent reveals his or her hand. You draw a card for each mountain and red card in it.

Ball Lightning
{R}{R}{R}
Creature -- Ball-Lightning
6/1
Trample; haste #(This creature may attack and #{T}# the turn it comes under your control.)#
At end of turn, sacrifice Ball Lightning.

Ballista Squad
{3}{W}

Creature -- Rebel
2/2
{X}{W}, {T}: Ballista Squad deals X damage to target attacking or blocking creature.

Balloon Peddler
{2}{U}
Creature -- Spellshaper
2/2
{U}, {T}, Discard a card from your hand: Target creature gains flying until end of turn.

Balm of Restoration
{2}
Artifact
{1}, {T}, Sacrifice Balm of Restoration: Choose one -- You gain 2 life; or prevent the next 2 damage that would be dealt to target creature or player this turn.

Balshan Beguiler
{2}{U}
Creature -- Wizard
1/1
Whenever Balshan Beguiler deals combat damage to a player, that player reveals the top two cards of his or her library. You choose one of those cards and put it into his or her graveyard.

Balshan Collaborator
{3}{U}
Creature -- Bird Soldier
2/2
Flying
{B}: Balshan Collaborator gets +1/+1 until end of turn.

Balshan Griffin
{3}{U}{U}
Creature -- Griffin
3/2
Flying
{1}{U}, Discard a card from your hand: Return Balshan Griffin to its owner's hand.

Balthor the Defiled
{2}{B}{B}
Creature -- Zombie Dwarf Legend
2/2
All Minions get +1/+1.
{B}{B}{B}, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

Balthor the Stout
{1}{R}{R}
Creature -- Dwarf Legend
2/2
All Barbarians get +1/+1.
{R}: Target Barbarian gets +1/+0 until end of turn.

Bamboozle
{2}{U}
Sorcery
Target player reveals the top four cards of his or her library. You choose two of those cards and put them into his or her graveyard. Put the rest on top of his or her library in any order.

Bandage
{W}
Instant
Prevent the next 1 damage that would be dealt to target creature or player this turn.
Draw a card.

Bane of the Living
{2}{B}{B}
Creature -- Insect
4/3
Morph {X}{B}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Bane of the Living is turned face up, all creatures get -X/-X until end of turn.

Banshee
{2}{B}{B}
Creature -- Banshee
0/1
{X}, {T}: Banshee deals X damage divided evenly between you and target creature or player. Round up for you and down for that creature or player.

Barbarian Bully
{2}{R}
Creature -- Barbarian
2/2
Discard a card at random from your hand: Barbarian Bully gets +2/+2 until end of turn unless a player has Barbarian Bully deal 4 damage to him or her. Play this ability only once each turn.

Barbarian Guides
{2}{R}
Creature -- Barbarian
1/2
{2}{R}, {T}: Target creature you control gains the snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. #(It's unblockable as long as defending player controls a snow-covered land of that type.)#

Barbarian Lunatic
{2}{R}
Creature -- Barbarian
2/1
{2}{R}, Sacrifice Barbarian Lunatic: Barbarian Lunatic deals 2 damage to target creature.

Barbarian Outcast
{1}{R}
Creature -- Barbarian Beast
2/2
When you control no swamps, sacrifice Barbarian Outcast.

Barbarian Ring
Land
{T}: Add {R} to your mana pool. Barbarian Ring deals 1 damage to you.
Threshold -- {R}, {T}, Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player. #(Play this ability only if seven or more cards are in your graveyard.)#

Barbary Apes
{1}{G}
Creature -- Ape
2/2

Barbed Field
{2}{R}{R}
Enchant Land
Enchanted land has "{T}: This land deals 1 damage to target creature or player."

Barbed Foliage
{2}{G}{G}
Enchantment
Whenever a creature attacks you, it loses flanking until end of turn.
Whenever a creature without flying attacks you, Barbed Foliage deals 1 damage to it.

Barbed Sextant
{1}
Artifact
{1}, {T}, Sacrifice Barbed Sextant: Add one mana of any color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Barbed Sliver
{2}{R}
Creature -- Sliver
2/2
All Slivers have "{2}: This creature gets +1/+0 until end of turn."

Barbed Wire
{3}
Artifact
At the beginning of each player's upkeep, Barbed Wire deals 1 damage to that player.
{2}: Prevent the next 1 damage that would be dealt by Barbed Wire this turn.

Barbed-Back Wurm
{4}{B}
Creature -- Wurm
4/3
{B}: Target green creature blocking Barbed-Back Wurm gets -1/-1 until end of turn.

Bargaining Table
{5}
Artifact
{X}, {T}: Draw a card. X is the number of cards in an opponent's hand as you play this ability.

Barishi
{2}{G}{G}
Creature -- Barishi
4/3
When Barishi is put into a graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Barkhide Mauler
{4}{G}
Creature -- Beast
4/4
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Barktooth Warbeard
{4}{B}{R}{R}
Creature -- Legend
6/5

Barl's Cage

{4}
Artifact
{3}: Target creature doesn't untap during its controller's next untap step.

Baron Sengir
{5}{B}{B}{B}
Creature -- Legend
5/5
Flying
Whenever a creature dealt damage by Baron Sengir this turn is put into a graveyard, put a +2/+2 counter on Baron Sengir.
{T}: Regenerate target Vampire.

Barreling Attack
{2}{R}{R}
Instant
Target creature gets +1/+1 for each creature blocking it and gains trample until end of turn.

Barren Moor
Land
Barren Moor comes into play tapped.
{T}: Add {B} to your mana pool.
Cycling {B} ({B}, Discard this card from your hand: Draw a card.)

Barrin, Master Wizard
{1}{U}{U}
Creature -- Wizard Legend
1/1
{2}, Sacrifice a permanent: Return target creature to its owner's hand.

Barrin's Codex
{4}
Artifact
At the beginning of your upkeep, you may put a page counter on Barrin's Codex.
{4}, {T}, Sacrifice Barrin's Codex: Draw X cards, where X is the number of page counters on Barrin's Codex.

Barrin's Spite
{2}{U}{B}
Sorcery
Choose a player and two target creatures that player controls. The player chooses and sacrifices one of them. Return the other to its owner's hand.

Barrin's Unmaking
{1}{U}
Instant
Return target permanent to its owner's hand if that permanent shares a color with the most common color among all permanents or the color tied for most common.

Barrow Ghoul
{1}{B}
Creature -- Zombie
4/4
At the beginning of your upkeep, sacrifice Barrow Ghoul unless you remove the top creature card in your graveyard from the game.

Bartel Runeaxe
{3}{B}{R}{G}
Creature -- Legend
6/5
Bartel Runeaxe can't be the target of enchant creature spells.
Attacking doesn't cause Bartel to tap.

Basal Thrull
{B}{B}
Creature -- Thrull
1/2
{T}, Sacrifice Basal Thrull: Add {B}{B} to your mana pool.

Basalt Golem
{5}
Artifact Creature -- Golem
2/4
Basalt Golem can't be blocked by artifact creatures.
Whenever Basalt Golem becomes blocked by a creature, destroy that creature at end of combat. It can't be regenerated. Then the creature's controller puts a 0/2 Stone Wall artifact creature token into play. #(Walls can't attack.)#

Basalt Monolith
{3}
Artifact
Basalt Monolith doesn't untap during your untap step.
{3}: Untap Basalt Monolith.
{T}: Add three colorless mana to your mana pool. This mana can't be spent on abilities of permanents named Basalt Monolith.

Bash to Bits
{3}{R}
Instant
Destroy target artifact.
Flashback {4}{R}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Basking Rootwalla
{G}
Creature -- Lizard
1/1
{1}{G}: Basking Rootwalla gets +2/+2 until end of turn. Play this ability only once each turn.
Madness {0} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Baton of Morale
{2}
Artifact
{2}: Target creature gains banding until end of turn.

Battering Craghorn
{2}{R}{R}
Creature -- Beast
3/1
First strike
Morph {1}{R}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Battering Ram
{2}
Artifact Creature
1/1
At the beginning of your combat phase, Battering Ram gains banding until end of combat.
Whenever Battering Ram becomes blocked by a Wall, destroy that Wall at end of combat.

Battle Cry
{2}{W}

Instant
Untap all white creatures you control.
Whenever a creature blocks this turn, it gets +0/+1 until end of turn.

Battle Frenzy
{2}{R}
Instant
Green creatures you control get +1/+1 until end of turn.
Nongreen creatures you control get +1/+0 until end of turn.

Battle of Wits
{3}{U}{U}
Enchantment
At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game.

Battle Rampart
{2}{R}
Creature -- Wall
1/3
#(Walls can't attack.)#
{T}: Target creature gains haste until end of turn. #(That creature may attack and #{T}# the turn it comes under your control.)#

Battle Screech
{2}{W}{W}
Sorcery
Put two 1/1 white Bird creature tokens with flying into play.
Flashback--Tap three untapped white creatures you control. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Battle Squadron
{3}{R}{R}
Creature -- Ship
/
Flying
Battle Squadron's power and toughness are each equal to the number of creatures you control.

Battle Strain
{1}{R}
Enchantment
Whenever a creature blocks, Battle Strain deals 1 damage to that creature's controller.

Battlefield Forge
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {R} or {W} to your mana pool. Battlefield Forge deals 1 damage to you.

Battlefield Medic
{1}{W}
Creature -- Cleric
1/1
{T}: Prevent the next X damage that would be dealt to target creature this turn, where X is the number of Clerics in play.

Battlefield Percher
{3}{B}{B}
Creature -- Bird
2/2
Flying
Battlefield Percher may block only creatures with flying.
{1}{B}: Battlefield Percher gets +1/+1 until end of turn.

Battlefield Scrounger
{3}{G}{G}
Creature -- Centaur
3/3
Threshold -- Put three cards from your graveyard on the bottom of your library: Battlefield Scrounger gets +3/+3 until end of turn. Play this ability only once each turn. (Play this ability only if seven or more cards are in your graveyard.)

Battlewise Aven
{3}{W}
Creature -- Bird Soldier
2/2
Flying
Threshold -- Battlewise Aven gets +1/+1 and has first strike. (You have threshold as long as seven or more cards are in your graveyard.)

Bay Falcon
{1}{U}
Creature -- Bird
1/1
Flying
Attacking doesn't cause Bay Falcon to tap.

Bayou
Land
Bayou is a swamp and a forest in addition to its land type.

Bayou Dragonfly
{1}{G}
Creature -- Insect
1/1
Flying; swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Bazaar of Baghdad
Land
{T}: Draw two cards, then discard three cards from your hand.

Bazaar of Wonders
{3}{U}{U}
Enchant World
When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.
Whenever a spell is played, counter it if a card with the same name is in play or in a graveyard.

Beacon of Destiny
{1}{W}
Creature -- Cleric
1/3
{T}: The next time a source of your choice would deal damage to you this turn, that damage is dealt to Beacon of Destiny instead.

Bearscape
{1}{G}{G}
Enchantment
{1}{G}, Remove two cards in your graveyard from the game: Put a 2/2 green Bear creature token into play.

Beast Attack
{2}{G}{G}{G}
Instant

Put a 4/4 green Beast creature token into play.
Flashback {2}{G}{G}{G} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Beast of Burden
{6}
Artifact Creature
/
Beast of Burden's power and toughness are each equal to the number of creatures in play.

Beast Walkers
{1}{W}{W}
Creature -- Hero
2/2
{G}: Beast Walkers gains banding until end of turn.

Beasts of Bogardan
{4}{R}
Creature -- Beast
3/3
Protection from red
Beasts of Bogardan gets +1/+1 as long as any opponent controls a white permanent.

Bedlam
{2}{R}{R}
Enchantment
Creatures can't block.

Befoul
{2}{B}{B}
Sorcery
Destroy target land or nonblack creature. It can't be regenerated.

Belbe's Armor
{3}
Artifact
{X}, {T}: Target creature gets -X/+X until end of turn.

Belbe's Percher
{2}{B}
Creature -- Bird
2/2
Flying
Belbe's Percher may block only creatures with flying.

Belbe's Portal
{5}
Artifact
As Belbe's Portal comes into play, choose a creature type.
{3}, {T}: Put a creature card of the chosen type from your hand into play.

Bellowing Fiend
{4}{B}
Creature -- Spirit
3/3
Flying
Whenever Bellowing Fiend deals damage to a creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you.

Beloved Chaplain
{1}{W}
Creature -- Cleric

1/1
Protection from creatures

Benalish Emissary
{2}{W}
Creature -- Wizard
1/4
Kicker {1}{G} #(You may pay an additional #{1}{G}# as you play this spell.)#
When Benalish Emissary comes into play, if you paid the kicker cost, destroy target land.

Benalish Heralds
{3}{W}
Creature -- Soldier
2/4
{3}{U}, {T}: Draw a card.

Benalish Hero
{W}
Creature -- Hero
1/1
Banding

Benalish Infantry
{2}{W}
Creature -- Soldier
1/3
Banding

Benalish Knight
{2}{W}
Creature -- Knight
2/2
First strike
You may play Benalish Knight any time you could play an instant.

Benalish Lancer
{2}{W}
Creature -- Knight
2/2
Kicker {2}{W} #(You may pay an additional #{2}{W}# as you play this spell.)#
If you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and with first strike.

Benalish Missionary
{W}
Creature -- Cleric
1/1
{1}{W}, {T}: Prevent all combat damage that would be dealt by target blocked creature this turn.

Benalish Trapper
{1}{W}
Creature -- Soldier
1/2
{W}, {T}: Tap target creature.

Bend or Break
{3}{R}
Sorcery
Each player separates all lands he or she controls into two piles. For each player, an opponent chooses a pile. Destroy all lands in the chosen piles. Tap all lands in the other piles.

Benevolent Bodyguard
{W}
Creature -- Cleric
1/1
Sacrifice Benevolent Bodyguard: Target creature you control gains protection from the color of your choice until end of turn.

Benevolent Unicorn
{1}{W}
Creature -- Unicorn
1/2
If a spell would deal damage to a creature or player, it deals that much damage minus 1 to that creature or player instead.

Benthic Behemoth
{5}{U}{U}{U}
Creature -- Serpent
7/6
Islandwalk #(This creature is unblockable as long as defending player controls an island.)#

Benthic Djinn
{2}{U}{B}
Creature -- Djinn
5/3
Islandwalk #(This creature is unblockable as long as defending player controls an island.)#
At the beginning of your upkeep, you lose 2 life.

Benthic Explorers
{3}{U}
Creature -- Merfolk
2/4
{T}: Untap a tapped land an opponent controls. If you do, add one mana of any type that land could produce to your mana pool.

Bequeathal
{G}
Enchant Creature
When enchanted creature is put into a graveyard, you draw two cards.

Bereavement
{1}{B}
Enchantment
Whenever a green creature is put into a graveyard from play, its controller discards a card from his or her hand.

Berserk
{G}
Instant
Play Berserk only before the combat damage step.
Target creature gains trample and gets +X/+0 until end of turn, where X is its power. At end of turn, destroy that creature if it attacked this turn.

Berserk Murlodont
{4}{G}
Creature -- Beast
3/3
Whenever a Beast becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Bestial Fury
{2}{R}
Enchant Creature

When Bestial Fury comes into play, draw a card at the beginning of the next turn's upkeep.
Whenever enchanted creature becomes blocked, it gets +4/+0 and gains trample until end of turn.

Betrayal
{U}
Enchant Creature
Betrayal can enchant only a creature an opponent controls.
Whenever enchanted creature becomes tapped, you draw a card.

Betrothed of Fire
{1}{R}
Enchant Creature
Sacrifice an untapped creature: Enchanted creature gets +2/+0 until end of turn.
Sacrifice enchanted creature: Creatures you control get +2/+0 until end of turn.

Bifurcate
{3}{G}
Sorcery
Search your library for a creature card with the same name as target creature and put that card into play. Then shuffle your library.

Bind
{1}{G}
Instant
Counter target activated ability. #(Mana abilities can't be countered.)#
Draw a card.

Binding Agony
{1}{B}
Enchant Creature
Whenever enchanted creature is dealt damage, Binding Agony deals that much damage to enchanted creature's controller.

Binding Grasp
{3}{U}
Enchant Creature
At the beginning of your upkeep, sacrifice Binding Grasp unless you pay {1}{U}.
You control enchanted creature.
Enchanted creature gets +0/+1.

Biorhythm
{6}{G}{G}
Sorcery
Each player's life total becomes the number of creatures he or she controls.

Birchlore Rangers
{G}
Creature -- Elf
1/1
Tap two untapped Elves you control: Add one mana of any color to your mana pool.
Morph {G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Bird Maiden
{2}{R}
Creature -- Maiden
1/2
Flying

Birds of Paradise
{G}
Creature -- Bird

0/1
Flying
{T}: Add one mana of any color to your mana pool.

Black Carriage
{3}{B}{B}
Creature -- Carriage
4/4
Trample
Black Carriage doesn't untap during your untap step.
Sacrifice a creature: Untap Black Carriage. Play this ability only during your upkeep.

Black Knight
{B}{B}
Creature -- Knight
2/2
First strike, protection from white

Black Lotus
{0}
Artifact
{T}, Sacrifice Black Lotus: Add three mana of any one color to your mana pool.

Black Mana Battery
{4}
Artifact
{2}, {T}: Put a charge counter on Black Mana Battery.
{T}, Remove any number of charge counters from Black Mana Battery: Add {B} to your mana pool, then add an additional {B} to your mana pool for each charge counter removed this way.

Black Market
{3}{B}{B}
Enchantment
Whenever a creature is put into a graveyard from play, put a charge counter on Black Market.
At the beginning of your precombat main phase, add {B} to your mana pool for each charge counter on Black Market.

Black Scarab
{W}
Enchant Creature
Enchanted creature can't be blocked by black creatures.
Enchanted creature gets +2/+2 as long as an opponent controls a black permanent.

Black Vise
{1}
Artifact
As Black Vise comes into play, choose an opponent.
At the beginning of the chosen player's upkeep step, Black Vise deals X damage to that player, where X is the number of cards greater than four in his or her hand.

Black Ward
{W}
Enchant Creature
Enchanted creature has protection from black. This effect doesn't remove Black Ward.

Blackmail
{B}
Sorcery
Target player reveals three cards from his or her hand and you choose one of

them. That player discards that card.

Blade Sliver
{2}{R}
Creature -- Sliver
2/2
All Slivers get +1/+0.

Bladewing the Risen
{3}{B}{B}{R}{R}
Creature -- Dragon Legend
4/4
Flying
When Bladewing the Risen comes into play, you may return target Dragon card from your graveyard to play.
{B}{R}: All Dragons get +1/+1 until end of turn.

Bladewing's Thrall
{2}{B}{B}
Creature -- Zombie
3/3
Bladewing's Thrall has flying as long as you control a Dragon.
When a Dragon comes into play, you may return Bladewing's Thrall from your graveyard to play.

Blanchwood Armor
{2}{G}
Enchant Creature
Enchanted creature gets +1/+1 for each forest you control.

Blanchwood Treefolk
{4}{G}
Creature -- Treefolk
4/5

Blanket of Night
{1}{B}{B}
Enchantment
Each land is a swamp in addition to its land type.

Blasted Landscape
Land
{T}: Add one colorless mana to your mana pool.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Blaster Mage
{2}{R}
Creature -- Spellshaper
2/2
{R}, {T}, Discard a card from your hand: Destroy target Wall.

Blastoderm
{2}{G}{G}
Creature -- Beast
5/5
Fading 3 #(This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
Blastoderm can't be the target of spells or abilities.

Blatant Thievery
{4}{U}{U}{U}
Sorcery
For each opponent, gain control of target permanent that player controls. (This

effect doesn't end at end of turn.)

Blaze
{X}{R}
Sorcery
Blaze deals X damage to target creature or player.

Blaze of Glory
{W}
Instant
Target creature may block any number of creatures this turn. It must block each attacking creature this turn if able.

Blazing Effigy
{1}{R}
Creature -- Effigy
0/3
When Blazing Effigy is put into a graveyard from play, Blazing Effigy deals X damage to target creature, where X is 3 plus the amount of damage dealt to Blazing Effigy this turn by other sources named Blazing Effigy.

Blazing Salvo
{R}
Instant
Blazing Salvo deals 3 damage to target creature unless that creature's controller has Blazing Salvo deal 5 damage to him or her.

Blazing Specter
{2}{B}{R}
Creature -- Specter
2/2
Flying; haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Whenever Blazing Specter deals combat damage to a player, that player discards a card from his or her hand.

Blessed Orator
{3}{W}
Creature -- Cleric
1/4
Other creatures you control get +0/+1.

Blessed Reversal
{1}{W}
Instant
You gain 3 life for each creature attacking you.

Blessed Wind
{7}{W}{W}
Sorcery
Target player's life total becomes 20.

Blessed Wine
{1}{W}
Instant
You gain 1 life.
Draw a card at the beginning of the next turn's upkeep.

Blessing
{W}{W}
Enchant Creature
{W}: Enchanted creature gets +1/+1 until end of turn.

Blight

{B}{B}
Enchant Land
When enchanted land becomes tapped, destroy it.

Blighted Shaman
{1}{B}
Creature -- Wizard
1/1
{T}, Sacrifice a swamp: Target creature gets +1/+1 until end of turn.
{T}, Sacrifice a creature: Target creature gets +2/+2 until end of turn.

Blind Fury
{2}{R}{R}
Instant
If a creature would deal combat damage to a creature this turn, it deals double that damage instead.
All creatures lose trample until end of turn.

Blind Seer
{2}{U}{U}
Creature -- Legend
3/3
{1}{U}: Target spell or permanent becomes the color of your choice until end of turn.

Blinding Angel
{3}{W}{W}
Creature -- Angel
2/4
Flying
Whenever Blinding Angel deals combat damage to a player, that player skips his or her next combat phase.

Blinding Light
{2}{W}
Sorcery
Tap all nonwhite creatures.

Blinking Spirit
{3}{W}
Creature -- Spirit
2/2
{0}: Return Blinking Spirit to its owner's hand.

Blistering Barrier
{2}{R}
Creature -- Wall
5/2
#(Walls can't attack.)#

Blistering Firecat
{1}{R}{R}{R}
Creature -- Cat
7/1
Trample, haste
At end of turn, sacrifice Blistering Firecat.
Morph {R}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Blizzard
{G}{G}
Enchantment
Cumulative upkeep {2}
You can't play Blizzard unless you control a snow-covered land.

Creatures with flying don't untap during their controllers' untap steps.

Blizzard Elemental
{5}{U}{U}
Creature -- Elemental
5/5
Flying
{3}{U}: Untap Blizzard Elemental.

Bloated Toad
{2}{G}
Creature -- Toad
2/2
Protection from blue
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Blockade Runner
{3}{U}
Creature -- Merfolk
2/2
{U}: Blockade Runner is unblockable this turn.

Blood Celebrant
{B}
Creature -- Cleric
1/1
{B}, Pay 1 life: Add one mana of any color to your mana pool.

Blood Frenzy
{1}{R}
Instant
Target attacking or blocking creature gets +4/+0 until end of turn. Destroy that creature at end of turn.

Blood Hound
{2}{R}
Creature -- Hound
1/1
Whenever you're dealt damage, you may put that many +1/+1 counters on Blood Hound.
At the end of your turn, remove all +1/+1 counters from Blood Hound.

Blood Lust
{1}{R}
Instant
Target creature gets +4/-4 until end of turn. If this would reduce that creature's toughness to less than 1, it reduces it to 1 instead.

Blood Moon
{2}{R}
Enchantment
Nonbasic lands are mountains.

Blood Oath
{3}{R}
Instant
Choose a card type. Target opponent reveals his or her hand. Blood Oath deals 3 damage to that player for each card of the chosen type revealed this way. #(The card types are artifact, creature, enchantment, instant, land, and sorcery.)#

Blood of the Martyr
{W}{W}{W}
Instant
Until end of turn, if damage would be dealt to any creature, you may have that

damage dealt to you instead.

Blood Pet
{B}
Creature -- Thrull
1/1
Sacrifice Blood Pet: Add {B} to your mana pool.

Blood Vassal
{2}{B}
Creature -- Thrull
2/2
Sacrifice Blood Vassal: Add {B}{B} to your mana pool.

Bloodcurdler
{1}{B}
Creature -- Horror
1/1
Flying
At the beginning of your upkeep, put the top card of your library into your graveyard.
Threshold -- Bloodcurdler gets +1/+1 and has "At the end of your turn, remove two cards in your graveyard from the game." #(You have threshold as long as seven or more cards are in your graveyard.)#

Bloodfire Colossus
{6}{R}{R}
Creature -- Giant
6/6
{R}, Sacrifice Bloodfire Colossus: Bloodfire Colossus deals 6 damage to each creature and each player.

Bloodfire Dwarf
{R}
Creature -- Dwarf
1/1
{R}, Sacrifice Bloodfire Dwarf: Bloodfire Dwarf deals 1 damage to each creature without flying.

Bloodfire Infusion
{2}{R}
Enchant Creature
Bloodfire Infusion can enchant only a creature you control.
{R}, Sacrifice enchanted creature: Bloodfire Infusion deals damage equal to the enchanted creature's power to each creature.

Bloodfire Kavu
{2}{R}{R}
Creature -- Kavu
2/2
{R}, Sacrifice Bloodfire Kavu: Bloodfire Kavu deals 2 damage to each creature.

Bloodline Shaman
{1}{G}
Creature -- Elf Wizard
1/1
{T}: Choose a creature type. Reveal the top card of your library. If that card is a creature card of the chosen type, put it into your hand. Otherwise, put it into your graveyard.

Bloodrock Cyclops
{2}{R}
Creature -- Giant
3/3

Bloodrock Cyclops attacks each turn if able.

Bloodshot Cyclops
{5}{R}
Creature -- Giant
4/4
{T}, Sacrifice a creature: Bloodshot Cyclops deals damage equal to the sacrificed creature's power to target creature or player.

Bloodstained Mire
Land
{T}, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a swamp or mountain card and put it into play. Then shuffle your library.

Bloodstoke Howler
{5}{R}
Creature -- Beast
3/4
Morph {6}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Bloodstoke Howler is turned face up, Beasts you control get +3/+0 until end of turn.

Bloodstone Cameo
{3}
Artifact
{T}: Add {B} or {R} to your mana pool.

Blossoming Wreath
{G}
Instant
You gain life equal to the number of creature cards in your graveyard.

Blue Elemental Blast
{U}
Instant
Choose one -- Counter target red spell; or destroy target red permanent.

Blue Mana Battery
{4}
Artifact
{2}, {T}: Put a charge counter on Blue Mana Battery.
{T}, Remove any number of charge counters from Blue Mana Battery: Add {U} to your mana pool, then add an additional {U} to your mana pool for each charge counter removed this way.

Blue Scarab
{W}
Enchant Creature
Enchanted creature can't be blocked by blue creatures.
Enchanted creature gets +2/+2 as long as an opponent controls a blue permanent.

Blue Ward
{W}
Enchant Creature
Enchanted creature has protection from blue. This effect doesn't remove Blue Ward.

Blurred Mongoose
{1}{G}
Creature -- Mongoose
2/1
Blurred Mongoose can't be countered.
Blurred Mongoose can't be the target of spells or abilities.

Boa Constrictor
{4}{G}
Creature -- Snake
3/3
{T}: Boa Constrictor gets +3/+3 until end of turn.

Body Snatcher
{2}{B}{B}
Creature -- Minion
2/2
When Body Snatcher comes into play, you may discard a creature card from your hand. If you don't, remove Body Snatcher from the game.
When Body Snatcher is put into a graveyard from play, remove Body Snatcher from the game and return target creature card from your graveyard to play.

Bog Down
{2}{B}
Sorcery
Kicker--Sacrifice two lands. #(You may sacrifice two lands in addition to any other costs as you play this spell.)#
Target player discards two cards from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Bog Elemental
{3}{B}{B}
Creature -- Elemental
5/4
Protection from white
At the beginning of your upkeep, sacrifice Bog Elemental unless you sacrifice a land.

Bog Glider
{2}{B}
Creature -- Mercenary
1/1
Flying
{T}, Sacrifice a land: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Bog Gnarr
{4}{G}
Creature -- Beast
2/2
Whenever a player plays a black spell, Bog Gnarr gets +2/+2 until end of turn.

Bog Imp
{1}{B}
Creature -- Imp
1/1
Flying

Bog Initiate
{1}{B}
Creature -- Wizard
1/1
{1}: Add {B} to your mana pool.

Bog Raiders
{2}{B}
Creature -- Zombie
2/2
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Bog Rats
{B}
Creature -- Rat
1/1
Bog Rats can't be blocked by Walls.

Bog Smugglers
{1}{B}{B}
Creature -- Mercenary
2/2
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Bog Witch
{2}{B}
Creature -- Spellshaper
1/1
{B}, {T}, Discard a card from your hand: Add {B}{B}{B} to your mana pool.

Bog Wraith
{3}{B}
Creature -- Wraith
3/3
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Bog Wreckage
Land
Bog Wreckage comes into play tapped.
{T}: Add {B} to your mana pool.
{T}, Sacrifice Bog Wreckage: Add one mana of any color to your mana pool.

Bogardan Firefiend
{2}{R}
Creature -- Spirit
2/1
When Bogardan Firefiend is put into a graveyard from play, it deals 2 damage to target creature.

Bogardan Phoenix
{2}{R}{R}{R}
Creature -- Phoenix
3/3
Flying
When Bogardan Phoenix is put into a graveyard from play and has no death counter on it, return Bogardan Phoenix to play and put a death counter on it.
If Bogardan Phoenix would be put into a graveyard from play and has a death counter on it, remove it from the game instead.

Boil
{3}{R}
Instant
Destroy all islands.

Boiling Blood
{2}{R}
Instant
Target creature attacks this turn if able.
Draw a card.

Bola Warrior
{1}{R}
Creature -- Spellshaper

1/1
{R}, {T}, Discard a card from your hand: Target creature can't block this turn.

Bomb Squad
{3}{R}
Creature -- Dwarf
1/1
{T}: Put a fuse counter on target creature.
At the beginning of your upkeep, put a fuse counter on each creature with a fuse counter on it.
Whenever a creature has four or more fuse counters on it, remove all fuse counters from it and destroy it. That creature deals 4 damage to its controller.

Bone Dancer
{1}{B}{B}
Creature -- Zombie
2/2
Whenever Bone Dancer attacks and isn't blocked, you may put the top creature card from defending player's graveyard into play under your control. If you do, Bone Dancer deals no combat damage this turn.

Bone Flute
{3}
Artifact
{2}, {T}: All creatures get -1/-0 until end of turn.

Bone Harvest
{2}{B}
Instant
Put any number of target creature cards from your graveyard on top of your library.
Draw a card at the beginning of the next turn's upkeep.

Bone Mask
{4}
Artifact
{2}, {T}: The next time a source of your choice would deal damage to you this turn, prevent that damage. For each 1 damage prevented this way, remove the top card of your library from the game.

Bone Shaman
{2}{R}{R}
Creature -- Giant
3/3
{B}: Until end of turn, Bone Shaman gains "Creatures dealt damage by Bone Shaman this turn can't be regenerated this turn."

Bone Shredder
{2}{B}
Creature -- Minion
1/1
Flying; echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Bone Shredder comes into play, destroy target nonartifact, nonblack creature.

Boneknitter
{1}{B}
Creature -- Zombie Cleric
1/1
{1}{B}: Regenerate target Zombie.
Morph {2}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Boneshard Slasher
{1}{B}
Creature -- Horror
1/1
Flying
Threshold -- Boneshard Slasher gets +2/+2 and has "When Boneshard Slasher becomes the target of a spell or ability, sacrifice it." #(You have threshold as long as seven or more cards are in your graveyard.)#

Bonethorn Valesk
{4}{R}
Creature -- Beast
4/2
Whenever a creature is turned face up, Bonethorn Valesk deals 1 damage to target creature or player.

Booby Trap
{6}
Artifact
As Booby Trap comes into play, name a card other than a basic land card and choose an opponent.
Reveal all cards the chosen player draws as they're drawn.
When a card drawn by the chosen player is the named card, sacrifice Booby Trap. If you do, it deals 10 damage to that player.

Book Burning
{1}{R}
Sorcery
Unless a player has Book Burning deal 6 damage to him or her, put the top six cards of target player's library into his or her graveyard.

Book of Rass
{6}
Artifact
{2}, Pay 2 life: Draw a card.

Boomerang
{U}{U}
Instant
Return target permanent to its owner's hand.

Border Patrol
{4}{W}
Creature -- Nomad
1/6
Attacking doesn't cause Border Patrol to tap.

Boris Devilboon
{3}{B}{R}
Creature -- Legend
2/2
{2}{B}{R}, {T}: Put a 1/1 black and red Minor Demon creature token into play.

Bosium Strip
{3}
Artifact
{3}, {T}: Until end of turn, if the top card in your graveyard is an instant or sorcery card, you may play that card as though it were in your hand. If a card played this way would be put into a graveyard this turn, remove it from the game instead.

Bottle Gnomes
{3}
Artifact Creature -- Gnome

1/3
Sacrifice Bottle Gnomes: You gain 3 life.

Bottle of Suleiman
{4}
Artifact
{1}, Sacrifice Bottle of Suleiman: Flip a coin. If you lose the flip, Bottle of Suleiman deals 5 damage to you. If you win the flip, put a 5/5 Djinn artifact creature token with flying into play.

Bottomless Pit
{1}{B}{B}
Enchantment
At the beginning of each player's upkeep, that player discards a card at random from his or her hand.

Bottomless Vault
Land
Bottomless Vault comes into play tapped.
You may choose not to untap Bottomless Vault during your untap step.
At the beginning of your upkeep, if Bottomless Vault is tapped, put a storage counter on it.
{T}, Remove any number of storage counters from Bottomless Vault: Add {B} to your mana pool for each storage counter removed this way.

Bouncing Beebles
{2}{U}
Creature -- Beeble
2/2
Bouncing Beebles is unblockable as long as defending player controls an artifact.

Bounty Hunter
{2}{B}{B}
Creature -- Minion
2/2
{T}: Put a bounty counter on target nonblack creature.
{T}: Destroy target creature with a bounty counter on it.

Bounty of the Hunt
{3}{G}{G}
Instant
You may remove a green card in your hand from the game rather than pay Bounty of the Hunt's mana cost.
Choose one -- Target creature gets +3/+3 until end of turn; or target creature gets +2/+2 until end of turn and another target creature gets +1/+1 until end of turn; or three target creatures each get +1/+1 until end of turn.

Braids, Cabal Minion
{2}{B}{B}
Creature -- Minion Legend
2/2
At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land.

Braidwood Cup
{3}
Artifact
{T}: You gain 1 life.

Braidwood Sextant
{1}
Artifact
{2}, {T}, Sacrifice Braidwood Sextant: Search your library for a basic land

card, reveal that card, and put it into your hand. Then shuffle your library.

Brain Freeze
{1}{U}
Instant
Target player puts the top three cards of his or her library into his or her graveyard.
Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Braingeyser
{X}{U}{U}
Sorcery
Target player draws X cards.

Brainstorm
{U}
Instant
Draw three cards, then put two cards from your hand on top of your library in any order.

Brainwash
{W}
Enchant Creature
Enchanted creature can't attack unless its controller pays {3}. #(This cost is paid as attackers are declared.)#

Branchsnap Lorian
{1}{G}{G}
Creature -- Beast
4/1
Trample
Morph {G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Brand
{R}
Instant
Gain control of all permanents you own. #(This effect doesn't end at end of turn.)#
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Brand of Ill Omen
{3}{R}
Enchant Creature
Cumulative upkeep {R}
Enchanted creature's controller can't play creature spells.

Branded Brawlers
{R}
Creature -- Soldier
2/2
Branded Brawlers can't attack if defending player controls an untapped land.
Branded Brawlers can't block if you control an untapped land.

Brass Herald
{6}
Artifact Creature -- Golem
2/2
As Brass Herald comes into play, choose a creature type.
When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library.
Creatures of the chosen type get +1/+1.

Brass Man
{1}
Artifact Creature
1/3
Brass Man doesn't untap during your untap step.
{1}: Untap Brass Man. Play this ability only during your upkeep.

Brass Secretary
{3}
Artifact Creature
2/1
{2}, Sacrifice Brass Secretary: Draw a card.

Brassclaw Orcs
{2}{R}
Creature -- Orc
3/2
Brassclaw Orcs can't block a creature with power 2 or greater.

Brass-Talon Chimera
{4}
Artifact Creature -- Chimera
2/2
First strike
Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike. #(This effect doesn't end at end of turn.)#

Bravado
{1}{R}
Enchant Creature
Enchanted creature gets +1/+1 for each other creature you control.

Brawl
{3}{R}{R}
Instant
Until end of turn, all creatures gain "{T}: This creature deals damage equal to its power to target creature."

Brawn
{3}{G}
Creature -- Incarnation
3/3
Trample
As long as Brawn is in your graveyard and you control a forest, creatures you control have trample.

Breach
{2}{B}
Instant
Target creature gets +2/+0 and gains fear until end of turn. #(It can't be blocked except by artifact creatures and/or black creatures.)#

Break Asunder
{2}{G}{G}
Sorcery
Destroy target artifact or enchantment.
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Break Open
{1}{R}
Instant
Turn target face-down creature an opponent controls face up.

Breaking Point
{1}{R}{R}
Sorcery
Destroy all creatures unless a player has Breaking Point deal 6 damage to him or her. Creatures destroyed this way can't be regenerated.

Breaking Wave
{2}{U}{U}
Sorcery
You may play Breaking Wave any time you could play an instant if you pay {2} more to play it.
Simultaneously untap all tapped creatures and tap all untapped creatures.

Breakthrough
{X}{U}
Sorcery
Draw four cards, then choose X cards in your hand and discard the rest from it.

Breath of Darigaaz
{1}{R}
Sorcery
Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#
Breath of Darigaaz deals 1 damage to each creature without flying and each player. If you paid the kicker cost, Breath of Darigaaz deals 4 damage to each creature without flying and each player instead.

Breath of Dreams
{2}{U}{U}
Enchantment
Cumulative upkeep {U}
Green creatures have "Cumulative upkeep {1}."

Breath of Life
{3}{W}
Sorcery
Return target creature card from your graveyard to play.

Breathstealer
{2}{B}
Creature -- Nightstalker
2/2
{B}: Breathstealer gets +1/-1 until end of turn.

Breathstealer's Crypt
{2}{U}{B}
Enchantment
If a player would draw a card, instead he or she draws a card and reveals it. If it's a creature card, that player discards it from his or her hand unless he or she pays 3 life.

Breeding Pit
{3}{B}
Enchantment
At the beginning of your upkeep, sacrifice Breeding Pit unless you pay {B}{B}.
At the end of your turn, put a 0/1 black Thrull creature token into play.

Breezekeeper
{3}{U}
Creature -- Djinn
4/4
Flying, phasing

Briar Patch
{1}{G}{G}

Enchantment
Whenever a creature attacks you, it gets -1/-0 until end of turn.

Briar Shield
{G}
Enchant Creature
Enchanted creature gets +1/+1.
Sacrifice Briar Shield: Enchanted creature gets +3/+3 until end of turn.

Bribery
{3}{U}{U}
Sorcery
Search target opponent's library for a creature card and put that card into play under your control. Then that player shuffles his or her library.

Brightstone Ritual
{R}
Instant
Add {R} to your mana pool for each Goblin in play.

Brilliant Halo
{1}{W}
Enchant Creature
Enchanted creature gets +1/+2.
When Brilliant Halo is put into a graveyard from play, return Brilliant Halo to its owner's hand.

Brine Hag
{2}{U}{U}
Creature -- Hag
2/2
When Brine Hag is put into a graveyard from play, all creatures that dealt damage to it this turn become 0/2. #(This effect doesn't end at end of turn.)#

Brine Seer
{3}{U}
Creature -- Wizard
1/1
{2}{U}, {T}: Reveal any number of blue cards in your hand. Counter target spell unless its controller pays {1} for each card revealed this way.

Brine Shaman
{1}{B}
Creature -- Cleric
1/1
{T}, Sacrifice a creature: Target creature gets +2/+2 until end of turn.
{1}{U}{U}, Sacrifice a creature: Counter target creature spell.

Brink of Madness
{2}{B}{B}
Enchantment
At the beginning of your upkeep, if you have no cards in hand, sacrifice Brink of Madness. If you do, target opponent discards his or her hand.

Broken Fall
{2}{G}
Enchantment
Return Broken Fall to its owner's hand: Regenerate target creature.

Broken Visage
{4}{B}
Instant
Destroy target attacking nonartifact creature. It can't be regenerated. Put a black Spirit creature token into play with power and toughness equal to the

power and toughness of that creature. Sacrifice the Spirit token at end of turn.

Brontotherium
{4}{G}{G}
Creature -- Beast
5/3
Trample
Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Bronze Horse
{7}
Artifact Creature
4/4
Trample
If you control another creature, prevent all damage that would be dealt to Bronze Horse by spells that target it.

Bronze Tablet
{6}
Artifact
Remove Bronze Tablet from your deck before playing if you're not playing for ante.
Bronze Tablet comes into play tapped.
{4}, {T}: Target card's controller may pay 10 life. If he or she does, remove Bronze Tablet from the game. If he or she doesn't and Bronze Tablet is in play, you own the targeted card and that player owns Bronze Tablet, then remove Bronze Tablet and that card from the game.

Brood of Cockroaches
{1}{B}
Creature -- Insect
1/1
When Brood of Cockroaches is put into your graveyard from play, at end of turn, you lose 1 life and return Brood of Cockroaches to your hand.

Brood Sliver
{4}{G}
Creature -- Sliver
3/3
Whenever a Sliver deals combat damage to a player, its controller may put a 1/1 colorless Sliver creature token into play.

Broodhatch Nantuko
{1}{G}
Creature -- Insect Druid
1/1
Whenever Broodhatch Nantuko is dealt damage, you may put that many 1/1 green Insect creature tokens into play.
Morph {2}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Brothers of Fire
{1}{R}{R}
Creature -- Brother
2/2
{1}{R}{R}: Brothers of Fire deals 1 damage to target creature or player and 1 damage to you.

Browbeat
{2}{R}
Sorcery
Unless a player has Browbeat deal 5 damage to him or her, target player draws three cards.

Brown Ouphe
{G}
Creature -- Ouphe
1/1
{1}{G}, {T}: Counter target activated ability of an artifact.

Browse
{2}{U}{U}
Enchantment
{2}{U}{U}: Look at the top five cards of your library, put one of them into your hand, then remove the rest from the game.

Brush with Death
{2}{B}
Sorcery
Buyback {2}{B}{B} #(If you pay an additional #{2}{B}{B}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Target opponent loses 2 life. You gain 2 life.

Brushland
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {G} or {W} to your mana pool. Brushland deals 1 damage to you.

Brushwagg
{1}{G}{G}
Creature -- Brushwagg
3/2
Whenever Brushwagg blocks or becomes blocked, it gets -2/+2 until end of turn.

Brutal Suppression
{R}
Enchantment
Rebels' activated abilities cost an additional "Sacrifice a land" to play.

Bubble Matrix
{4}
Artifact
Prevent all damage that would be dealt to creatures.

Bubbling Beebles
{4}{U}
Creature -- Beeble
3/3
Bubbling Beebles is unblockable as long as defending player controls an enchantment.

Bubbling Muck
{B}
Sorcery
Until end of turn, whenever a player taps a swamp for mana, its controller adds {B} to his or her mana pool.

Builder's Bane
{X}{X}{R}
Sorcery
Destroy X target artifacts. Builder's Bane deals to each player damage equal to the number of artifacts he or she controlled destroyed this way.

Bull Elephant
{3}{G}
Creature -- Elephant

4/4
When Bull Elephant comes into play, sacrifice it unless you return two forests you control to their owner's hand.

Bull Hippo
{3}{G}
Creature -- Hippo
3/3
Islandwalk #(This creature is unblockable as long as defending player controls an island.)#

Bullwhip
{4}
Artifact
{2}, {T}: Bullwhip deals 1 damage to target creature. That creature attacks this turn if able.

Bulwark
{3}{R}{R}
Enchantment
At the beginning of your upkeep, Bulwark deals to target opponent damage equal to the number of cards in your hand greater than the number of cards in his or her hand.

Buoyancy
{1}{U}
Enchant Creature
You may play Buoyancy any time you could play an instant.
Enchanted creature has flying.

Burgeoning
{G}
Enchantment
Whenever an opponent plays a land, you may put a land card from your hand into play.

Buried Alive
{2}{B}
Sorcery
Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.

Burning Palm Efreet
{2}{R}{R}
Creature -- Efreet
2/2
{1}{R}{R}: Burning Palm Efreet deals 2 damage to target creature with flying and that creature loses flying until end of turn.

Burning Sands
{3}{R}{R}
Enchantment
Whenever a creature is put into a graveyard from play, that creature's controller sacrifices a land.

Burning Shield Askari
{2}{R}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{R}{R}: Burning Shield Askari gains first strike until end of turn.

Burning Wish

{1}{R}
Sorcery
Choose a sorcery card you own from outside the game, reveal that card, and put it into your hand. Remove Burning Wish from the game.

Burnout
{1}{R}
Instant
Counter target instant spell if it is blue.
Draw a card at the beginning of the next turn's upkeep.

Burnt Offering
{B}
Instant
As an additional cost to play Burnt Offering, sacrifice a creature.
Add to your mana pool an amount of mana equal to the sacrificed creature's converted mana cost in any combination of black and/or red mana.

Burrowing
{R}
Enchant Creature
Enchanted creature has mountainwalk. #(It's unblockable as long as defending player controls a mountain.)#

Burst of Energy
{W}
Instant
Untap target permanent.

Butcher Orgg
{4}{R}{R}{R}
Creature -- Orgg
6/6
You may divide Butcher Orgg's combat damage as you choose among defending player and/or any number of creatures he or she controls.

Cabal Archon
{2}{B}
Creature -- Cleric
2/2
{B}, Sacrifice a Cleric: Target player loses 2 life and you gain 2 life.

Cabal Coffers
Land
{2}, {T}: Add {B} to your mana pool for each swamp you control.

Cabal Conditioning
{6}{B}
Sorcery
Any number of target players each discards cards from his or her hand equal to the highest converted mana cost among permanents you control.

Cabal Executioner
{2}{B}{B}
Creature -- Cleric
2/2
Whenever Cabal Executioner deals combat damage to a player, that player sacrifices a creature.
Morph {3}{B}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Cabal Inquisitor
{1}{B}
Creature -- Minion

1/1
Threshold -- {1}{B}, {T}, Remove two cards in your graveyard from the game: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery. #(Play this ability only if seven or more cards are in your graveyard.)#

Cabal Interrogator
{1}{B}
Creature -- Zombie Wizard
1/1
{X}{B}, {T}: Target player reveals X cards from his or her hand and you choose one of them. That player discards that card. Play this ability only any time you could play a sorcery.

Cabal Patriarch
{3}{B}{B}{B}
Creature -- Wizard Legend
5/5
{2}{B}, Sacrifice a creature: Target creature gets -2/-2 until end of turn.
{2}{B}, Remove a creature card in your graveyard from the game: Target creature gets -2/-2 until end of turn.

Cabal Pit
Land
{T}: Add {B} to your mana pool. Cabal Pit deals 1 damage to you.
Threshold -- {B}, {T}, Sacrifice Cabal Pit: Target creature gets -2/-2 until end of turn. #(Play this ability only if seven or more cards are in your graveyard.)#

Cabal Ritual
{1}{B}
Instant
Add {B}{B}{B} to your mana pool.
Threshold -- Instead add {B}{B}{B}{B}{B} to your mana pool. #(You have threshold if seven or more cards are in your graveyard.)#

Cabal Shrine
{1}{B}{B}
Enchantment
Whenever a player plays a spell, that player discards X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.

Cabal Slaver
{2}{B}
Creature -- Cleric
2/1
Whenever a Goblin deals combat damage to a player, that player discards a card from his or her hand.

Cabal Surgeon
{2}{B}{B}
Creature -- Minion
2/1
{2}{B}{B}, {T}, Remove two cards in your graveyard from the game: Return target creature card from your graveyard to your hand.

Cabal Therapy
{B}
Sorcery
Name a nonland card. Target player reveals his or her hand and discards from it all cards with that name.
Flashback--Sacrifice a creature. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Cabal Torturer
{1}{B}{B}
Creature -- Minion
1/1
{B}, {T}: Target creature gets -1/-1 until end of turn.
Threshold -- {3}{B}{B}, {T}: Target creature gets -2/-2 until end of turn.
#(Play this ability only if seven or more cards are in your graveyard.)#

Cabal Trainee
{B}
Creature -- Minion
1/1
Sacrifice Cabal Trainee: Target creature gets -2/-0 until end of turn.

Cackling Fiend
{2}{B}{B}
Creature -- Zombie
2/1
When Cackling Fiend comes into play, each opponent discards a card from his or her hand.

Cackling Witch
{1}{B}
Creature -- Spellshaper
1/1
{X}{B}, {T}, Discard a card from your hand: Target creature gets +X/+0 until end of turn.

Cadaverous Bloom
{3}{B}{G}
Enchantment
Remove a card in your hand from the game: Add {B}{B} or {G}{G} to your mana pool.

Cadaverous Knight
{2}{B}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{1}{B}{B}: Regenerate Cadaverous Knight.

Cagemail
{1}{W}
Enchant Creature
Enchanted creature gets +2/+2 and can't attack.

Caldera Kavu
{2}{R}
Creature -- Kavu
2/2
{1}{B}: Caldera Kavu gets +1/+1 until end of turn.
{G}: Caldera Kavu becomes the color of your choice until end of turn.

Caldera Lake
Land
Caldera Lake comes into play tapped.
{T}: Add one colorless mana to your mana pool.
{T}: Add {U} or {R} to your mana pool. Caldera Lake deals 1 damage to you.

Call of the Herd
{2}{G}
Sorcery

Put a 3/3 green Elephant creature token into play.
Flashback {3}{G} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Call of the Wild
{2}{G}{G}
Enchantment
{2}{G}{G}: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.

Call to Arms
{1}{W}
Enchantment
As Call to Arms comes into play, choose a color and an opponent.
White creatures get +1/+1.
When the chosen color isn't the most common color among permanents the chosen opponent controls, sacrifice Call to Arms.

Call to the Grave
{4}{B}
Enchantment
At the beginning of each player's upkeep, that player sacrifices a non-Zombie creature.
At end of turn, if no creatures are in play, sacrifice Call to the Grave.

Caller of the Claw
{2}{G}
Creature -- Elf
2/2
You may play Caller of the Claw any time you could play an instant.
When Caller of the Claw comes into play, put a 2/2 green Bear creature token into play for each nontoken creature put into your graveyard from play this turn.

Caller of the Hunt
{2}{G}
Creature -- Lord
/
As Caller of the Hunt comes into play, choose a creature type.
Caller of the Hunt's power and toughness are each equal to the number of creatures in play of the chosen type.

Callous Giant
{4}{R}{R}
Creature -- Giant
4/4
If a source would deal 3 damage or less to Callous Giant, prevent that damage.

Callous Oppressor
{1}{U}{U}
Creature -- Cephalid
1/2
You may choose not to untap Callous Oppressor during your untap step.
As Callous Oppressor comes into play, an opponent chooses a creature type.
{T}: Gain control of target creature that isn't of the chosen type as long as Callous Oppressor remains tapped.

Calming Licid
{2}{W}
Creature -- Licid
2/2
{W}, {T}: Calming Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature can't attack" and "{W}: End the effect that created this ability."

Calming Verse
{3}{G}
Sorcery
Destroy all enchantments you don't control. Then, if you control an untapped land, destroy all enchantments you control.

Caltrops
{3}
Artifact
Whenever a creature attacks, Caltrops deals 1 damage to it.

Camel
{W}
Creature -- Camel
0/1
Banding
Prevent all damage that would be dealt to Camel or to creatures banded with Camel by Deserts.

Camouflage
{G}
Instant
Play Camouflage only during the declare attackers step.
This turn, instead of declaring blockers, the defending player chooses any number of creatures he or she controls and divides them into a number of piles equal to the number of attacking creatures. Assign each pile to a different attacking creature at random, and any creatures in that pile that can block the creature do so. #(Piles can be empty)#

Candelabra of Tawnos
{1}
Artifact
{X}, {T}: Untap X target lands.

Cannibalize
{1}{B}
Sorcery
Choose a player and two target creatures that player controls. You remove one from the game and put two +1/+1 counters on the other.

Canopy Claws
{G}
Instant
Target creature loses flying until end of turn.
Flashback {G} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Canopy Crawler
{3}{G}
Creature -- Beast
2/2
Amplify 1 (As this card comes into play, put a +1/+1 counter on it for each Beast card you reveal in your hand.)
{T}: Target creature gets +1/+1 until end of turn for each +1/+1 counter on Canopy Crawler.

Canopy Dragon
{4}{G}{G}
Creature -- Dragon
4/4
Trample
{1}{G}: Canopy Dragon gains flying and loses trample until end of turn.

Canopy Spider
{1}{G}
Creature -- Spider
1/3
Canopy Spider may block as though it had flying.

Canopy Surge
{1}{G}
Sorcery
Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#
Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.

Cantivore
{1}{W}{W}
Creature -- Lhurgoyf
/
Attacking doesn't cause Cantivore to tap.
Cantivore's power and toughness are each equal to the number of enchantment cards in all graveyards.

Canyon Drake
{2}{R}{R}
Creature -- Drake
1/2
Flying
{1}, Discard a card at random from your hand: Canyon Drake gets +2/+0 until end of turn.

Canyon Wildcat
{1}{R}
Creature -- Cat
2/1
Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#

Capashen Knight
{1}{W}
Creature -- Knight
1/1
First strike
{1}{W}: Capashen Knight gets +1/+0 until end of turn.

Capashen Standard
{W}
Enchant Creature
Enchanted creature gets +1/+1.
{2}, Sacrifice Capashen Standard: Draw a card.

Capashen Templar
{2}{W}
Creature -- Knight
2/2
{W}: Capashen Templar gets +0/+1 until end of turn.

Capashen Unicorn
{1}{W}
Creature -- Unicorn
1/2
{1}{W}, {T}, Sacrifice Capashen Unicorn: Destroy target artifact or enchantment.

Capsize
{1}{U}{U}

Instant
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Return target permanent to its owner's hand.

Captain Sisay
{2}{G}{W}
Creature -- Legend
2/2
{T}: Search your library for a Legend or legendary card, reveal that card, and put it into your hand. Then shuffle your library.

Captain's Maneuver
{X}{R}{W}
Instant
The next X damage that would be dealt to target creature or player this turn is dealt to another target creature or player instead.

Carapace
{G}
Enchant Creature
Enchanted creature gets +0/+2.
Sacrifice Carapace: Regenerate enchanted creature.

Carbonize
{2}{R}
Instant
Carbonize deals 3 damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.

Careful Study
{U}
Sorcery
Draw two cards, then discard two cards from your hand.

Caribou Range
{2}{W}{W}
Enchant Land
Caribou Range can enchant only a land you control.
Enchanted land has "{W}{W}, {T}: Put a 0/1 white Caribou creature token into play."
Sacrifice a Caribou: You gain 1 life.

Carnassid
{4}{G}{G}
Creature -- Beast
5/4
Trample
{1}{G}: Regenerate Carnassid.

Carnival of Souls
{1}{B}
Enchantment
Whenever a creature comes into play, you lose 1 life and add {B} to your mana pool.

Carnivorous Plant
{3}{G}
Creature -- Wall
4/5
#(Walls can't attack.)#

Carnophage

{B}
Creature -- Zombie
2/2
At the beginning of your upkeep, tap Carnophage unless you pay 1 life.

Carpet of Flowers
{G}
Enchantment
At the beginning of your precombat main phase, you may add up to X mana of any one color to your mana pool, where X is the number of islands target opponent controls.

Carrier Pigeons
{3}{W}
Creature -- Bird
1/1
Flying
When Carrier Pigeons comes into play, draw a card at the beginning of the next turn's upkeep.

Carrion
{1}{B}{B}
Instant
Sacrifice a creature. Put into play a number of 0/1 black Maggot creature tokens equal to the sacrificed creature's power.

Carrion Ants
{2}{B}{B}
Creature -- Ant
0/1
{1}: Carrion Ants gets +1/+1 until end of turn.

Carrion Beetles
{B}
Creature -- Insect
1/1
{2}{B}, {T}: Remove up to three target cards in a single graveyard from the game.

Carrion Feeder
{B}
Creature -- Zombie
1/1
Carrion Feeder can't block.
Sacrifice a creature: Put a +1/+1 counter on Carrion Feeder.

Carrion Rats
{B}
Creature -- Rat
2/1
Whenever Carrion Rats attacks or blocks, any player may remove a card in his or her graveyard from the game. If a player does, Carrion Rats deals no combat damage this turn.

Carrion Wall
{1}{B}{B}
Creature -- Wall
3/2
#(Walls can't attack.)#
{1}{B}: Regenerate Carrion Wall.

Carrion Wurm
{3}{B}{B}
Creature -- Zombie Wurm

6/5
Whenever Carrion Wurm attacks or blocks, any player may remove three cards in his or her graveyard from the game. If a player does, Carrion Wurm deals no combat damage this turn.

Carrionette
{1}{B}
Creature -- Skeleton
1/1
{2}{B}{B}: Remove Carrionette and target creature from the game unless that creature's controller pays {2}. Play this ability only if Carrionette is in your graveyard.

Cartographer
{2}{G}
Creature -- Townsfolk
2/2
When Cartographer comes into play, you may return target land card from your graveyard to your hand.

Casting of Bones
{2}{B}
Enchant Creature
When enchanted creature is put into a graveyard, draw three cards, then discard one of them from your hand.

Castle
{3}{W}
Enchantment
Untapped creatures you control get +0/+2.

Castle Sengir
Land
{T}: Add one colorless mana to your mana pool.
{1}, {T}: Add {B} to your mana pool.
{2}, {T}: Add {U} or {R} to your mana pool.

Cat Burglar
{3}{B}
Creature -- Minion
2/2
{2}{B}, {T}: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Cat Warriors
{1}{G}{G}
Creature -- Cat Warrior
2/2
Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#

Cataclysm
{2}{W}{W}
Sorcery
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

Catacomb Dragon
{4}{B}{B}
Creature -- Dragon
4/4
Flying
Whenever Catacomb Dragon becomes blocked by a nonartifact, non-Dragon creature, that creature gets -X/-0 until end of turn, where X is half the creature's

power, rounded down.

Catalog
{2}{U}
Instant
Draw two cards, then discard a card from your hand.

Catalyst Stone
{2}
Artifact
Flashback costs you pay cost up to {2} less.
Flashback costs your opponents pay cost {2} more.

Catapult Master
{3}{W}{W}
Creature -- Soldier Lord
3/3
Tap five untapped Soldiers you control: Remove target creature from the game.

Catapult Squad
{1}{W}
Creature -- Soldier
2/1
Tap two untapped Soldiers you control: Catapult Squad deals 2 damage to target attacking or blocking creature.

Catastrophe
{4}{W}{W}
Sorcery
Destroy all lands or all creatures. Creatures destroyed this way can't be regenerated.

Cateran Brute
{2}{B}
Creature -- Mercenary
2/2
{2}, {T}: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Cateran Enforcer
{3}{B}{B}
Creature -- Mercenary
4/3
Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#
{4}, {T}: Search your library for a Mercenary card with converted mana cost 4 or less and put that card into play. Then shuffle your library.

Cateran Kidnappers
{2}{B}{B}
Creature -- Mercenary
4/2
{3}, {T}: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Cateran Overlord
{4}{B}{B}{B}
Creature -- Mercenary
7/5
Sacrifice a creature: Regenerate Cateran Overlord.
{6}, {T}: Search your library for a Mercenary card with converted mana cost 6 or less and put that card into play. Then shuffle your library.

Cateran Persuader

{B}{B}
Creature -- Mercenary
2/1
{1}, {T}: Search your library for a Mercenary card with converted mana cost 1 or less and put that card into play. Then shuffle your library.

Cateran Slaver
{4}{B}{B}
Creature -- Mercenary
5/5
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#
{5}, {T}: Search your library for a Mercenary card with converted mana cost 5 or less and put that card into play. Then shuffle your library.

Cateran Summons
{B}
Sorcery
Search your library for a Mercenary card, reveal that card, and put it into your hand. Then shuffle your library.

Cathedral of Serra
Land
White Legends you control have "bands with other Legends."

Cathodion
{3}
Artifact Creature
3/3
When Cathodion is put into a graveyard from play, add three colorless mana to your mana pool.

Cauldron Dance
{4}{B}{R}
Instant
Play Cauldron Dance only during combat.
Return target creature card from your graveyard to play. That creature gains haste. Return it to your hand at end of turn.
Put a creature card from your hand into play. That creature gains haste. Put it into your graveyard at end of turn.

Caustic Tar
{4}{B}{B}
Enchant Land
Enchanted land has "{T}: Target player loses 3 life."

Caustic Wasps
{2}{G}
Creature -- Insect
1/1
Flying
Whenever Caustic Wasps deals combat damage to a player, you may destroy target artifact that player controls.

Cave People
{1}{R}{R}
Creature -- Cave-People
1/4
Whenever Cave People attacks, it gets +1/-2 until end of turn.
{1}{R}{R}, {T}: Target creature gains mountainwalk until end of turn. #(It's unblockable as long as defending player controls a mountain.)#

Cave Sense
{1}{R}

Enchant Creature
Enchanted creature gets +1/+1 and has mountainwalk. #(It's unblockable as long as defending player controls a mountain.)#

Cave Tiger
{2}{G}
Creature -- Cat
2/2
Whenever Cave Tiger becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Cave-In
{3}{R}{R}
Sorcery
You may remove a red card in your hand from the game rather than pay Cave-In's mana cost.
Cave-In deals 2 damage to each creature and each player.

Cavern Crawler
{2}{R}
Creature -- Insect
0/3
Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#
{R}: Cavern Crawler gets +1/-1 until end of turn.

Cavern Harpy
{U}{B}
Creature -- Beast
2/1
Flying
When Cavern Harpy comes into play, return a blue or black creature you control to its owner's hand.
Pay 1 life: Return Cavern Harpy to its owner's hand.

Caverns of Despair
{2}{R}{R}
Enchant World
No more than two creatures may attack each combat.
No more than two creatures may block each combat.

Caves of Koilos
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {W} or {B} to your mana pool. Caves of Koilos deals 1 damage to you.

Cease-Fire
{2}{W}
Instant
Target player can't play creature spells this turn.
Draw a card.

Celestial Convergence
{2}{W}{W}
Enchantment
Celestial Convergence comes into play with seven omen counters on it.
At the beginning of your upkeep, remove an omen counter from Celestial Convergence. If there are no omen counters on Celestial Convergence, the player with the highest life total wins the game. If two or more players are tied for highest life total, the game is a draw.

Celestial Dawn
{1}{W}{W}
Enchantment

Nonland cards you own that aren't in play and nonland permanents you control are white. Lands you control are plains. Spells and abilities you control produce white mana instead of any other color. You may spend white mana as though it were mana of any color.

Celestial Gatekeeper
{3}{W}{W}
Creature -- Bird Cleric
2/2
Flying
When Celestial Gatekeeper is put into a graveyard from play, remove it from the game, then return up to two target Bird and/or Cleric cards from your graveyard to play.

Celestial Prism
{3}
Artifact
{2}, {T}: Add one mana of any color to your mana pool.

Celestial Sword
{6}
Artifact
{3}, {T}: Target creature you control gets +3/+3 until end of turn. Destroy it at end of turn. A creature destroyed this way can't be regenerated.

Cemetery Gate
{2}{B}
Creature -- Wall
0/5
#(Walls can't attack.)#
Protection from black

Centaur Archer
{1}{R}{G}
Creature -- Centaur
3/2
{T}: Centaur Archer deals 1 damage to target creature with flying.

Centaur Chieftain
{3}{G}
Creature -- Centaur
3/3
Haste
Threshold -- When Centaur Chieftain comes into play, creatures you control get +1/+1 and gain trample until end of turn. #(You have threshold if seven or more cards are in your graveyard.)#

Centaur Garden
Land
{T}: Add {G} to your mana pool. Centaur Garden deals 1 damage to you.
Threshold -- {G}, {T}, Sacrifice Centaur Garden: Target creature gets +3/+3 until end of turn. #(Play this ability only if seven or more cards are in your graveyard.)#

Centaur Glade
{3}{G}{G}
Enchantment
{2}{G}{G}: Put a 3/3 green Centaur creature token into play.

Centaur Rootcaster
{3}{G}
Creature -- Centaur Druid
2/2
Whenever Centaur Rootcaster deals combat damage to a player, you may search your

library for a basic land card and put that card into play tapped. If you do, shuffle your library.

Centaur Veteran
{5}{G}
Creature -- Centaur
3/3
Trample
{G}, Discard a card from your hand: Regenerate Centaur Veteran.

Cephalid Aristocrat
{4}{U}
Creature -- Cephalid
3/3
Whenever Cephalid Aristocrat becomes the target of a spell or ability, put the top two cards of your library into your graveyard.

Cephalid Broker
{3}{U}
Creature -- Cephalid
2/2
{T}: Target player draws two cards, then discards two cards from his or her hand.

Cephalid Coliseum
Land
{T}: Add {U} to your mana pool. Cephalid Coliseum deals 1 damage to you.
Threshold -- {U}, {T}, Sacrifice Cephalid Coliseum: Target player draws three cards, then discards three cards from his or her hand. #(Play this ability only if seven or more cards are in your graveyard.)#

Cephalid Constable
{1}{U}{U}
Creature -- Cephalid Wizard
1/1
Whenever Cephalid Constable deals combat damage to a player, return up to X target permanents that player controls to their owners' hands, where X is the damage it dealt to that player.

Cephalid Illusionist
{1}{U}
Creature -- Cephalid Wizard
1/1
Whenever Cephalid Illusionist becomes the target of a spell or ability, put the top three cards of your library into your graveyard.
{2}{U}, {T}: This turn prevent all combat damage that would be dealt to and dealt by target creature you control.

Cephalid Inkshrouder
{2}{U}
Creature -- Cephalid
2/1
Discard a card from your hand: Cephalid Inkshrouder can't be the target of spells or abilities and is unblockable this turn.

Cephalid Looter
{2}{U}
Creature -- Cephalid
2/1
{T}: Target player draws a card, then discards a card from his or her hand.

Cephalid Pathmage
{2}{U}
Creature -- Cephalid Wizard

1/2
Cephalid Pathmage is unblockable.
{T}, Sacrifice Cephalid Pathmage: Target creature is unblockable this turn.

Cephalid Retainer
{2}{U}{U}
Creature -- Cephalid
2/3
{U}{U}: Tap target creature without flying.

Cephalid Sage
{3}{U}
Creature -- Cephalid
2/3
Threshold -- When Cephalid Sage comes into play, draw three cards, then discard two cards from your hand. #(You have threshold if seven or more cards are in your graveyard.)#

Cephalid Scout
{1}{U}
Creature -- Cephalid Wizard
1/1
Flying
{2}{U}, Sacrifice a land: Draw a card.

Cephalid Shrine
{1}{U}{U}
Enchantment
Whenever a player plays a spell, counter that spell unless that player pays {X}, where X is the number of cards in all graveyards with the same name as the spell.

Cephalid Snitch
{1}{U}
Creature -- Cephalid Wizard
1/1
Sacrifice Cephalid Snitch: Target creature loses protection from black until end of turn.

Cephalid Vandal
{1}{U}
Creature -- Cephalid
1/1
At the beginning of your upkeep, put a shred counter on Cephalid Vandal. Then put the top card of your library into your graveyard for each shred counter on Cephalid Vandal.

Ceremonial Guard
{2}{R}
Creature -- Soldier
3/4
When Ceremonial Guard attacks or blocks, destroy it at end of combat.

Cerulean Wyvern
{4}{U}
Creature -- Drake
3/3
Flying, protection from green

Cessation
{2}{W}
Enchant Creature
Enchanted creature can't attack.
When Cessation is put into a graveyard from play, return Cessation to its

owner's hand.

Ceta Disciple
{U}
Creature -- Wizard
1/1
{R}, {T}: Target creature gets +2/+0 until end of turn.
{G}, {T}: Add one mana of any color to your mana pool.

Ceta Sanctuary
{2}{U}
Enchantment
At the beginning of your upkeep, if you control a red or green permanent, draw a card, then discard a card from your hand. If you control a red permanent and a green permanent, instead draw two cards, then discard a card from your hand.

Cetavolver
{1}{U}
Creature -- Volver
1/1
Kicker {1}{R} and/or {G}
If you paid the {1}{R} kicker cost, Cetavolver comes into play with two +1/+1 counters on it and with first strike.
If you paid the {G} kicker cost, Cetavolver comes into play with a +1/+1 counter on it and with trample.

Chain Lightning
{R}
Sorcery
Chain Lightning deals 3 damage to target creature or player. Then that player or that creatures controller may pay {R}{R}. If the player does, he or she may copy this spell and may choose a new target for that copy.

Chain of Acid
{3}{G}
Sorcery
Destroy target noncreature permanent. Then that permanent's controller may copy this spell and may choose a new target for that copy.

Chain of Plasma
{1}{R}
Instant
Chain of Plasma deals 3 damage to target creature or player. Then that player or that creature's controller may discard a card from his or her hand. If the player does, he or she may copy this spell and may choose a new target for that copy.

Chain of Silence
{1}{W}
Instant
Prevent all damage target creature would deal this turn. That creature's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Chain of Smog
{1}{B}
Sorcery
Target player discards two cards from his or her hand. That player may copy this spell and may choose a new target for that copy.

Chain of Vapor
{U}
Instant
Return target nonland permanent to its owner's hand. Then that permanent's

controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Chain Stasis
{U}
Instant
Tap or untap target creature. Then that creature's controller may pay {2}{U}. If the player does, he or she may copy this spell and may choose a new target for that copy.

Chainer, Dementia Master
{3}{B}{B}
Creature -- Minion Legend
3/3
All Nightmares get +1/+1.
{B}{B}{B}, Pay 3 life: Put target creature card from a graveyard into play under your control. That creature is black and is a Nightmare in addition to its creature types.
When Chainer, Dementia Master leaves play, remove all Nightmares from the game.

Chainer's Edict
{1}{B}
Sorcery
Target player sacrifices a creature.
Flashback {5}{B}{B} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Chainflinger
{3}{R}
Creature -- Beast
2/2
{1}{R}, {T}: Chainflinger deals 1 damage to target creature or player.
Threshold -- {2}{R}, {T}: Chainflinger deals 2 damage to target creature or player. #(Play this ability only if seven or more cards are in your graveyard.)#

Chains of Mephistopheles
{1}{B}
Enchantment
If a player would draw a card except the first one he or she draws in a draw step, that player discards a card from his or her hand instead. If the player discards a card, he or she draws a card. If the player doesn't discard a card, he or she puts the top card of his or her library into his or her graveyard.

Chamber of Manipulation
{2}{U}{U}
Enchant Land
Enchanted land has "{T}, Discard a card from your hand: Gain control of target creature until end of turn."

Chambered Nautilus
{2}{U}
Creature -- Beast
2/2
Whenever Chambered Nautilus becomes blocked, you may draw a card.

Chameleon Spirit
{3}{U}
Creature -- Illusion
/
As Chameleon Spirit comes into play, choose a color.
Chameleon Spirit's power and toughness are each equal to the number of permanents of the chosen color your opponents control.

Chance Encounter

{2}{R}{R}
Enchantment
Whenever you win a coin flip, put a luck counter on Chance Encounter.
At the beginning of your upkeep, if Chance Encounter has ten or more luck counters on it, you win the game.

Chandler
{4}{R}
Creature -- Legend
3/3
{R}{R}{R}, {T}: Destroy target artifact creature.

Change of Heart
{W}
Instant
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Target creature can't attack this turn.

Channel
{G}{G}
Sorcery
Until end of turn, any time you could play a mana ability you may pay 1 life. If you do, add one colorless mana to your mana pool.

Chaos Charm
{R}
Instant
Choose one -- Destroy target Wall; or Chaos Charm deals 1 damage to target creature; or target creature gains haste until end of turn. #(The creature may attack and #{T}# the turn it comes under your control.)#

Chaos Harlequin
{2}{R}{R}
Creature -- Harlequin
2/4
{R}: Remove the top card of your library from the game. If that card is a land card, Chaos Harlequin gets -4/-0 until end of turn. Otherwise, Chaos Harlequin gets +2/+0 until end of turn.

Chaos Lord
{4}{R}{R}{R}
Creature -- Lord
7/7
First strike, haste #(This creature may attack and #{T}# the turn it comes under your control.)#
At the beginning of each player's upkeep, if the number of permanents is even, that player gains control of Chaos Lord.
When Chaos Lord comes into play, it loses haste until end of turn.

Chaos Moon
{3}{R}
Enchantment
At the beginning of each player's upkeep, count the number of permanents. If the number is odd, until end of turn, red creatures get +1/+1 and whenever a player taps a mountain for mana, its controller adds {R} to his or her mana pool. If the number is even, until end of turn, red creatures get -1/-1 and if a player taps a mountain for mana, it produces colorless mana instead of its normal type.

Chaos Orb
{2}
Artifact
{1}, {T}: If Chaos Orb is in play, flip Chaos Orb onto the playing area from a height of at least one foot. If Chaos Orb turns over completely at least once

during the flip, destroy all permanents it touches. Then destroy Chaos Orb.

Chaoslace
{R}
Instant
Target spell or permanent becomes red. #(Its mana symbols remain unchanged.)#

Chaosphere
{2}{R}
Enchant World
Creatures with flying can't block creatures without flying.
Creatures without flying may block as though they have flying.

Chaotic Goo
{2}{R}{R}
Creature -- Ooze
0/0
Chaotic Goo comes into play with three +1/+1 counters on it.
At the beginning of your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. If you lose the flip, remove a +1/+1 counter from Chaotic Goo.

Chaotic Strike
{1}{R}
Instant
Play Chaotic Strike only during combat after blockers are declared.
Flip a coin. If you win the flip, target creature gets +1/+1 until end of turn.
Draw a card.

Charcoal Diamond
{2}
Artifact
Charcoal Diamond comes into play tapped.
{T}: Add {B} to your mana pool.

Charging Paladin
{2}{W}
Creature -- Knight
2/2
Whenever Charging Paladin attacks, it gets +0/+3 until end of turn.

Charging Rhino
{3}{G}{G}
Creature -- Rhino
4/4
Charging Rhino can't be blocked by more than one creature.

Charging Slateback
{4}{R}
Creature -- Beast
4/3
Charging Slateback can't block.
Morph {4}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Charging Troll
{2}{G}{W}
Creature -- Troll
3/3
Attacking doesn't cause Charging Troll to tap.
{G}: Regenerate Charging Troll.

Chariot of the Sun
{3}

Artifact
{2}, {T}: Target creature you control gains flying and has a toughness of 1 until end of turn.

Charisma
{U}{U}{U}
Enchant Creature
Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

Charm Peddler
{W}
Creature -- Spellshaper
1/1
{W}, {T}, Discard a card from your hand: The next time a source of your choice would deal damage to target creature this turn, prevent that damage.

Charmed Griffin
{3}{W}
Creature -- Griffin
3/3
Flying
When Charmed Griffin comes into play, each other player may put an artifact or enchantment card into play from his or her hand.

Charmed Pendant
{4}
Artifact
{T}, Put the top card of your library into your graveyard: For each colored mana symbol in that card's mana cost, add one mana of that color to your mana pool. Play this ability only any time you could play an instant. #(For example, if the card's mana cost is #{3}{U}{U}{B}#, you add #{U}{U}{B}# to your mana pool.)#

Chartooth Cougar
{5}{R}
Creature -- Cat Beast
4/4
{R}: Chartooth Cougar gets +1/+0 until end of turn.
Mountaincycling {2} ({2}, Discard this card from your hand: Search your library for a mountain card, reveal it, and put it into your hand. Then shuffle your library.)

Chastise
{3}{W}
Instant
Destroy target attacking creature. You gain life equal to its power.

Chatter of the Squirrel
{G}
Sorcery
Put a 1/1 green Squirrel creature token into play.
Flashback {1}{G} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Chieftain en-Dal
{1}{W}{W}
Creature -- Knight
2/2
Whenever Chieftain en-Dal attacks, attacking creatures gain first strike until end of turn.

Child of Gaea
{3}{G}{G}{G}
Creature -- Elemental

7/7
Trample
At the beginning of your upkeep, sacrifice Child of Gaea unless you pay {G}{G}.
{1}{G}: Regenerate Child of Gaea.

Childhood Horror
{3}{B}
Creature -- Horror
2/2
Flying
Threshold -- Childhood Horror gets +2/+2 and can't block. #(You have threshold as long as seven or more cards are in your graveyard.)#

Chill
{1}{U}
Enchantment
Red spells cost {2} more to play.

Chill Haunting
{1}{B}
Instant
As an additional cost to play Chill Haunting, remove X creature cards in your graveyard from the game.
Target creature gets -X/-X until end of turn.

Chilling Apparition
{2}{B}
Creature -- Ghost
1/1
{B}: Regenerate Chilling Apparition.
Whenever Chilling Apparition deals combat damage to a player, that player discards a card from his or her hand.

Chime of Night
{1}{B}
Enchant Creature
When Chime of Night is put into a graveyard from play, destroy target nonblack creature.

Chimeric Idol
{3}
Artifact
{0}: Tap all lands you control. Chimeric Idol becomes a 3/3 artifact creature until end of turn.

Chimeric Sphere
{3}
Artifact
{2}: Until end of turn, Chimeric Sphere becomes a 2/1 artifact creature with flying.
{2}: Until end of turn, Chimeric Sphere becomes a 3/2 artifact creature without flying.

Chimeric Staff
{4}
Artifact
{X}: Chimeric Staff becomes an X/X artifact creature until end of turn.

Chlorophant
{G}{G}{G}
Creature -- Elemental
1/1
At the beginning of your upkeep, you may put a +1/+1 counter on Chlorophant.
Threshold -- At the beginning of your upkeep, you may put another +1/+1 counter

on Chlorophant. #(You have threshold as long as seven or more cards are in your graveyard.)#

Cho-Arrim Alchemist
{W}
Creature -- Spellshaper
1/1
{1}{W}{W}, {T}, Discard a card from your hand: The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.

Cho-Arrim Bruiser
{5}{W}
Creature -- Rebel
3/4
Whenever Cho-Arrim Bruiser attacks, you may tap up to two target creatures.

Cho-Arrim Legate
{2}{W}
Creature -- Soldier
1/2
Protection from black
If an opponent controls a swamp and you control a plains, you may play Cho-Arrim Legate without paying its mana cost.

Choke
{2}{G}
Enchantment
Islands don't untap during their controllers' untap steps.

Choking Sands
{1}{B}{B}
Sorcery
Destroy target nonswamp land. If that land is a nonbasic land, Choking Sands deals 2 damage to the land's controller.

Choking Tethers
{3}{U}
Instant
Tap up to four target creatures.
Cycling {1}{U} ({1}{U}, Discard this card from your hand: Draw a card.)
When you cycle Choking Tethers, you may tap target creature.

Choking Vines
{X}{G}
Instant
Play Choking Vines only during the declare blockers step.
X target attacking creatures become blocked.
Choking Vines deals 1 damage to each of those creatures. #(This spell works on unblockable creatures.)#

Cho-Manno, Revolutionary
{2}{W}{W}
Creature -- Rebel Legend
2/2
Prevent all damage that would be dealt to Cho-Manno, Revolutionary.

Cho-Manno's Blessing
{W}{W}
Enchant Creature
You may play Cho-Manno's Blessing any time you could play an instant.
As Cho-Manno's Blessing comes into play, choose a color.
Enchanted creature has protection from the chosen color. This effect doesn't remove Cho-Manno's Blessing.

Chromatic Armor
{1}{W}{U}
Enchant Creature
As Chromatic Armor comes into play, choose a color.
Chromatic Armor comes into play with a sleight counter on it.
Prevent all damage that would be dealt to enchanted creature by a source of the last chosen color.
{X}: Put a sleight counter on Chromatic Armor and choose a color. X is the number of sleight counters on Chromatic Armor.

Chromatic Sphere
{1}
Artifact
{1}, {T}, Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

Chromeshell Crab
{4}{U}
Creature -- Beast
3/3
Morph {4}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Chromeshell Crab is turned face up, you may exchange control of target creature you control and target creature an opponent controls.

Chromium
{2}{W}{W}{U}{U}{B}{B}
Creature -- Elder Dragon Legend
7/7
Flying
At the beginning of your upkeep, sacrifice Chromium unless you pay {W}{U}{B}.
Rampage 2 #(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)#

Chronatog
{1}{U}
Creature -- Atog
1/2
{0}: Chronatog gets +3/+3 until end of turn. You skip your next turn. Play this ability only once each turn.

Chub Toad
{2}{G}
Creature -- Toad
1/1
Whenever Chub Toad blocks or becomes blocked, it gets +2/+2 until end of turn.

Churning Eddy
{3}{U}
Sorcery
Return target creature and target land to their owners' hands.

Cinder Cloud
{3}{R}{R}
Instant
Destroy target creature. If a white creature is put into a graveyard this way, Cinder Cloud deals to that creature's controller damage equal to the creature's power.

Cinder Crawler
{1}{R}
Creature -- Salamander
1/2

{R}: Cinder Crawler gets +1/+0 until end of turn. Play this ability only if Cinder Crawler is blocked.

Cinder Elemental
{3}{R}
Creature -- Elemental
2/2
{X}{R}, {T}, Sacrifice Cinder Elemental: Cinder Elemental deals X damage to target creature or player.

Cinder Giant
{3}{R}
Creature -- Giant
5/3
At the beginning of your upkeep, Cinder Giant deals 2 damage to each other creature you control.

Cinder Marsh
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {B} or {R} to your mana pool. Cinder Marsh doesn't untap during its controller's next untap step.

Cinder Seer
{3}{R}
Creature -- Wizard
1/1
{2}{R}, {T}: Reveal any number of red cards in your hand. Cinder Seer deals X damage to target creature or player, where X is the number of cards revealed this way.

Cinder Shade
{1}{B}{R}
Creature -- Shade
1/1
{B}: Cinder Shade gets +1/+1 until end of turn.
{R}, Sacrifice Cinder Shade: Cinder Shade deals damage equal to its power to target creature.

Cinder Wall
{R}
Creature -- Wall
3/3
#(Walls can't attack.)#
When Cinder Wall blocks, destroy it at end of combat.

Circle of Despair
{1}{W}{B}
Enchantment
{1}, Sacrifice a creature: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage.

Circle of Protection: Artifacts
{1}{W}
Enchantment
{2}: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Black
{1}{W}
Enchantment
{1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Blue
{1}{W}
Enchantment
{1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Green
{1}{W}
Enchantment
{1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Red
{1}{W}
Enchantment
{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Shadow
{1}{W}
Enchantment
{1}: The next time a creature of your choice with shadow would deal damage to you this turn, prevent that damage.

Circle of Protection: White
{1}{W}
Enchantment
{1}: The next time a white source of your choice would deal damage to you this turn, prevent that damage.

Circle of Solace
{3}{W}
Enchantment
As Circle of Solace comes into play, choose a creature type.
{1}{W}: The next time a creature of the chosen type would deal damage to you this turn, prevent that damage.

Circling Vultures
{B}
Creature -- Bird
3/2
Flying
You may discard Circling Vultures from your hand any time you could play an instant.
At the beginning of your upkeep, sacrifice Circling Vultures unless you remove the top creature card in your graveyard from the game.

Circular Logic
{2}{U}
Instant
Counter target spell unless its controller pays {1} for each card in your graveyard.
Madness {U} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Citadel of Pain
{2}{R}
Enchantment
At the end of each player's turn, Citadel of Pain deals X damage to that player, where X is the number of untapped lands he or she controls.

Citanul Centaurs
{3}{G}
Creature -- Centaur

6/3
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
Citanul Centaurs can't be the target of spells or abilities.

Citanul Druid
{1}{G}
Creature -- Druid
1/1
Whenever an opponent plays an artifact spell, put a +1/+1 counter on Citanul Druid.

Citanul Flute
{5}
Artifact
{X}, {T}: Search your library for a creature card with converted mana cost no greater than X. Reveal that card and put it into your hand. Then shuffle your library.

Citanul Hierophants
{3}{G}
Creature -- Druid
3/2
Creatures you control have "{T}: Add {G} to your mana pool."

City in a Bottle
{2}
Artifact
Whenever a card from the Arabian Nights expansion other than City in a Bottle is in play, destroy that card. It can't be regenerated.
Players can't play cards from the Arabian Nights expansion.

City of Brass
Land
Whenever City of Brass becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color to your mana pool.

City of Shadows
Land
{T}, Remove a creature you control from the game: Put a storage counter on City of Shadows.
{T}: Add X colorless mana to your mana pool, where X is the number of storage counters on City of Shadows.

City of Solitude
{2}{G}
Enchantment
Players can play spells and abilities only during their turn. #(Triggered abilities are unaffected.)#

City of Traitors
Land
When you play another land, sacrifice City of Traitors.
{T}: Add two colorless mana to your mana pool.

Civic Guildmage
{W}
Creature -- Wizard
1/1
{G}, {T}: Target creature gets +0/+1 until end of turn.
{U}, {T}: Put target creature you control on top of its owner's library.

Clairvoyance
{U}

Instant
Look at target player's hand.
Draw a card at the beginning of the next turn's upkeep.

Claws of Gix
{0}
Artifact
{1}, Sacrifice a permanent: You gain 1 life.

Claws of Wirewood
{3}{G}
Sorcery
Claws of Wirewood deals 3 damage to each creature with flying and each player.
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Clay Statue
{4}
Artifact Creature
3/1
{2}: Regenerate Clay Statue.

Cleanse
{2}{W}{W}
Sorcery
Destroy all black creatures.

Cleansing
{W}{W}{W}
Sorcery
For each land, destroy that land unless any player pays 1 life.

Cleansing Meditation
{1}{W}{W}
Sorcery
Destroy all enchantments.
Threshold -- Instead destroy all enchantments, then return to play all cards in your graveyard destroyed this way. #(You have threshold if seven or more cards are in your graveyard.)#

Clear
{1}{W}
Instant
Destroy target enchantment.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Clear the Land
{2}{G}
Sorcery
Each player reveals the top five cards of his or her library, puts into play tapped all land cards revealed this way, and removes the rest from the game.

Clergy en-Vec
{1}{W}
Creature -- Cleric
1/1
{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Clergy of the Holy Nimbus
{W}
Creature -- Priest
1/1
If Clergy of the Holy Nimbus would be destroyed, regenerate it.
{1}: Clergy of the Holy Nimbus can't be regenerated this turn. Only any opponent

may play this ability.

Clickslither
{1}{R}{R}{R}
Creature -- Insect
3/3
Haste
Sacrifice a Goblin: Clickslither gets +2/+2 and gains trample until end of turn.

Cloak of Confusion
{1}{B}
Enchant Creature
Whenever enchanted creature attacks and isn't blocked, you may have it deal no combat damage this turn. If you do, defending player discards a card at random from his or her hand.

Cloak of Invisibility
{U}
Enchant Creature
Enchanted creature has phasing and can't be blocked except by Walls.

Cloak of Mists
{1}{U}
Enchant Creature
Enchanted creature is unblockable.

Clockwork Avian
{5}
Artifact Creature
0/4
Flying
Clockwork Avian comes into play with four +1/+0 counters on it.
Clockwork Avian can't have more than four +1/+0 counters on it.
At end of combat, if Clockwork Avian attacked or blocked this turn, remove a +1/+0 counter from it.
{X}, {T}: Put X +1/+0 counters on Clockwork Avian. Play this ability only during your upkeep.

Clockwork Beast
{6}
Artifact Creature
0/4
Clockwork Beast comes into play with seven +1/+0 counters on it.
Clockwork Beast can't have more than seven +1/+0 counters on it.
At end of combat, if Clockwork Beast attacked or blocked this turn, remove a +1/+0 counter from it.
{X}, {T}: Put X +1/+0 counters on Clockwork Beast. Play this ability only during your upkeep.

Clockwork Gnomes
{4}
Artifact Creature -- Gnome
2/2
{3}, {T}: Regenerate target artifact creature.

Clockwork Steed
{4}
Artifact Creature
0/3
Clockwork Steed comes into play with four +1/+0 counters on it.
Clockwork Steed can't be blocked by artifact creatures.
Clockwork Steed can't have more than four +1/+0 counters on it.
At end of combat, if Clockwork Steed attacked or blocked this turn, remove a +1/+0 counter from it.

{X}, {T}: Put X +1/+0 counters on Clockwork Steed. Play this ability only during your upkeep.

Clockwork Swarm
{4}
Artifact Creature
0/3
Clockwork Swarm comes into play with four +1/+0 counters on it.
Clockwork Swarm can't be blocked by Walls.
Clockwork Swarm can't have more than four +1/+0 counters on it.
At end of combat, if Clockwork Swarm attacked or blocked this turn, remove a +1/+0 counter from it.
{X}, {T}: Put X +1/+0 counters on Clockwork Swarm. Play this ability only during your upkeep.

Clone
{3}{U}
Creature -- Clone
0/0
As Clone comes into play, you may choose a creature in play. If you do, Clone comes into play as a copy of that creature.

Close Quarters
{2}{R}{R}
Enchantment
Whenever a creature you control becomes blocked, Close Quarters deals 1 damage to target creature or player.

Clot Sliver
{1}{B}
Creature -- Sliver
1/1
All Slivers have "{2}: Regenerate this creature."

Cloud Cover
{2}{W}{U}
Enchantment
Whenever another permanent you control becomes the target of a spell or ability an opponent controls, you may return that permanent to its owner's hand.

Cloud Djinn
{5}{U}
Creature -- Djinn
5/4
Flying
Cloud Djinn may block only creatures with flying.

Cloud Elemental
{2}{U}
Creature -- Elemental
2/3
Flying
Cloud Elemental may block only creatures with flying.

Cloud of Faeries
{1}{U}
Creature -- Faerie
1/1
Flying
When Cloud of Faeries comes into play, if you played it from your hand, untap up to two lands.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Cloud Spirit

{2}{U}
Creature -- Spirit
3/1
Flying
Cloud Spirit may block only creatures with flying.

Cloud Sprite
{U}
Creature -- Faerie
1/1
Flying
Cloud Sprite may block only creatures with flying.

Cloudchaser Eagle
{3}{W}
Creature -- Bird
2/2
Flying
When Cloudchaser Eagle comes into play, destroy target enchantment.

Cloudreach Cavalry
{1}{W}
Creature -- Soldier
1/1
Cloudreach Cavalry gets +2/+2 and has flying as long as you control a Bird.

Cloudskate
{1}{U}
Creature -- Illusion
2/2
Flying
Fading 3 #(This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#

Clutch of Undeath
{3}{B}{B}
Enchant Creature
Enchanted creature gets +3/+3 as long as it's a Zombie. Otherwise, it gets -3/-3.

Coal Golem
{5}
Artifact Creature -- Golem
3/3
{3}, Sacrifice Coal Golem: Add {R}{R}{R} to your mana pool.

Coalition Flag
{W}
Enchant Creature
Coalition Flag can enchant only a creature you control.
Enchanted creature's type is Flagbearer.
Whenever a spell or ability an opponent controls is put onto the stack, if that spell or ability could target a Flagbearer in play but doesn't, that opponent changes one of its targets to a Flagbearer.

Coalition Honor Guard
{3}{W}
Creature -- Flagbearer
2/4
Whenever a spell or ability an opponent controls is put onto the stack, if that spell or ability could target a Flagbearer in play but doesn't, that opponent changes one of its targets to a Flagbearer.

Coalition Victory
{3}{W}{U}{B}{R}{G}
Sorcery
You win the game if you control a land of each basic land type and a creature of each color.

Coast Watcher
{1}{U}
Creature -- Bird Soldier
1/1
Flying, protection from green

Coastal Drake
{2}{U}
Creature -- Drake
2/1
Flying
{1}{U}, {T}: Return target Kavu to its owner's hand.

Coastal Hornclaw
{4}{U}
Creature -- Bird
3/3
Sacrifice a land: Coastal Hornclaw gains flying until end of turn.

Coastal Piracy
{2}{U}{U}
Enchantment
Whenever a creature you control deals combat damage to an opponent, you may draw a card.

Coastal Tower
Land
Coastal Tower comes into play tapped.
{T}: Add {W} or {U} to your mana pool.

Coat of Arms
{5}
Artifact
Each creature gets +1/+1 for each other creature in play that shares a creature type with it. #(For example, if there are three Goblins in play, each gets +2/+2.)#

Cockatrice
{3}{G}{G}
Creature -- Cockatrice
2/4
Flying
Whenever Cockatrice blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Cocoon
{G}
Enchant Creature
Cocoon can enchant only a creature you control.
Enchanted creature doesn't untap during your untap step if Cocoon has a pupa counter on it.
When Cocoon comes into play, tap enchanted creature and put three pupa counters on Cocoon.
At the beginning of your upkeep, remove a pupa counter from Cocoon. If you can't, sacrifice it and enchanted creature gets +1/+1 and gains flying. #(This effect doesn't end at end of turn.)#

Coercion

{2}{B}
Sorcery
Look at target opponent's hand and choose a card from it. That player discards that card.

Coffin Puppets
{3}{B}{B}
Creature -- Zombie
3/3
Sacrifice two lands: Return Coffin Puppets from your graveyard to play. Play this ability only during your upkeep and only if you control a swamp.

Coffin Purge
{B}
Instant
Remove target card in a graveyard from the game.
Flashback {B} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Coffin Queen
{2}{B}
Creature -- Wizard
1/1
You may choose not to untap Coffin Queen during your untap step.
{2}{B}, {T}: Put target creature card from a graveyard into play under your control.
Whenever Coffin Queen becomes untapped, remove all creatures put into play with it from the game.
Whenever you lose control of Coffin Queen, remove all creatures put into play with it from the game.

Cognivore
{6}{U}{U}
Creature -- Lhurgoyf
/
Flying
Cognivore's power and toughness are each equal to the number of instant cards in all graveyards.

Coiled Tinviper
{3}
Artifact Creature
2/1
First strike

Coiling Woodworm
{2}{G}
Creature -- Insect
*/1
Coiling Woodworm's power is equal to the number of forests in play.

Coils of the Medusa
{1}{B}
Enchant Creature
Enchanted creature gets +1/-1.
Sacrifice Coils of the Medusa: Destroy all non-Wall creatures blocking enchanted creature.

Cold Snap
{2}{W}
Enchantment
Cumulative upkeep {2}
At the beginning of each player's upkeep, Cold Snap deals to that player damage equal to the number of snow-covered lands he or she controls.

Cold Storage
{4}
Artifact
{3}: Remove target creature you control from the game.
Sacrifice Cold Storage: Put into play under their owners' control all cards removed from the game with Cold Storage.

Collapsing Borders
{3}{R}
Enchantment
At the beginning of each player's upkeep, that player gains 1 life for each basic land type among lands he or she controls. Then Collapsing Borders deals 3 damage to him or her.

Collective Restraint
{3}{U}
Enchantment
Creatures can't attack you unless their controller pays {X} for each creature attacking you, where X is the number of basic land types among lands you control. #(This cost is paid as attackers are declared.)#

Collective Unconscious
{4}{G}{G}
Sorcery
Draw a card for each creature you control.

Colos Yearling
{2}{R}
Creature -- Beast
1/1
Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#
{R}: Colos Yearling gets +1/+0 until end of turn.

Colossus of Sardia
{9}
Artifact Creature
9/9
Trample
Colossus of Sardia doesn't untap during your untap step.
{9}: Untap Colossus of Sardia. Play this ability only during your upkeep.

Combat Medic
{2}{W}
Creature -- Soldier
0/2
{1}{W}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Commander Eesha
{2}{W}{W}
Creature -- Bird Soldier Legend
2/4
Flying, protection from creatures

Commander Greven il-Vec
{3}{B}{B}{B}
Creature -- Legend
7/5
Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#
When Commander Greven il-Vec comes into play, sacrifice a creature.

Commando Raid
{2}{R}
Instant
Until end of turn, target creature you control gains When this creature deals combat damage to a player, you may have it deal damage equal to its power to target creature that player controls.

Common Cause
{2}{W}
Enchantment
Nonartifact creatures get +2/+2 as long as they all share a color.

Complex Automaton
{4}
Artifact Creature -- Golem
4/4
At the beginning of your upkeep, if you control seven or more permanents, return Complex Automaton to its owner's hand.

Complicate
{2}{U}
Instant
Counter target spell unless its controller pays {3}.
Cycling {2}{U} ({2}{U}, Discard this card from your hand: Draw a card.)
When you cycle Complicate, you may counter target spell unless its controller pays {1}.

Compost
{1}{G}
Enchantment
Whenever a black card is put into an opponent's graveyard, you may draw a card.

Compulsion
{1}{U}
Enchantment
{1}{U}, Discard a card from your hand: Draw a card.
{1}{U}, Sacrifice Compulsion: Draw a card.

Concentrate
{2}{U}{U}
Sorcery
Draw three cards.

Conch Horn
{2}
Artifact
{1}, {T}, Sacrifice Conch Horn: Draw two cards, then put a card from your hand on top of your library.

Concordant Crossroads
{G}
Enchant World
All creatures have haste. #(They may attack and #{T}# the turn they come under their controller's control.)#

Cone of Flame
{3}{R}{R}
Sorcery
Cone of Flame deals 1 damage to target creature or player, 2 damage to another target creature or player, and 3 damage to a third target creature or player.

Confessor
{W}
Creature -- Cleric

1/1
Whenever a player discards a card from his or her hand, you may gain 1 life.

Confiscate
{4}{U}{U}
Enchant Permanent
You control enchanted permanent.

Confound
{1}{U}
Instant
Counter target spell that targets one or more creatures.
Draw a card.

Congregate
{3}{W}
Instant
Target player gains 2 life for each creature in play.

Conquer
{3}{R}{R}
Enchant Land
You control enchanted land.

Consecrate Land
{W}
Enchant Land
Enchanted land can't be enchanted except by Consecrate Land.
If enchanted land would be destroyed, remove all damage from it instead.

Conservator
{4}
Artifact
{3}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

Conspiracy
{3}{B}{B}
Enchantment
As Conspiracy comes into play, choose a creature type.
Creatures you control and creature cards you own that aren't in play are of the chosen type.

Constant Mists
{1}{G}
Instant
Buyback--Sacrifice a land. #(If you sacrifice a land in addition to any other costs as you play this spell, put Constant Mists into your hand instead of your graveyard as part of the spell's resolution.)#
Prevent all combat damage that would be dealt this turn.

Consume Strength
{1}{B}{G}
Instant
Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.

Consuming Ferocity
{1}{R}
Enchant Creature
Consuming Ferocity can enchant only a non-Wall creature.
Enchanted creature gets +1/+0.
At the beginning of your upkeep, put a +1/+0 counter on enchanted creature. If enchanted creature has three or more +1/+0 counters on it, enchanted creature deals damage equal to its power to its controller, then destroy enchanted

creature and it can't be regenerated.

Consumptive Goo
{B}{B}
Creature -- Ooze
1/1
{2}{B}{B}: Target creature gets -1/-1 until end of turn. Put a +1/+1 counter on Consumptive Goo.

Contagion
{3}{B}{B}
Instant
You may pay 1 life and remove a black card in your hand from the game rather than pay Contagion's mana cost.
Distribute two -2/-1 counters among one or two target creatures.

Contamination
{2}{B}
Enchantment
If a land is tapped for mana, it produces {B} instead of its normal type and amount.
At the beginning of your upkeep, sacrifice Contamination unless you sacrifice a creature.

Contemplation
{1}{W}{W}
Enchantment
Whenever you play a spell, you gain 1 life.

Contempt
{1}{U}
Enchant Creature
Whenever enchanted creature attacks, return it and Contempt to their owners' hands at end of combat.

Contested Cliffs
Land
{T}: Add {1} to your mana pool.
{R}{G}, {T}: Choose target Beast you control and target creature an opponent controls. Each creature deals damage equal to its power to the other.

Contract from Below
{B}
Sorcery
Remove Contract from Below from your deck before playing if you're not playing for ante.
Discard your hand, add the top card of your library to the ante, then draw seven cards.

Control Magic
{2}{U}{U}
Enchant Creature
You control enchanted creature.

Convalescence
{1}{W}
Enchantment
At the beginning of your upkeep, if you have 10 life or less, you gain 1 life.

Convalescent Care
{1}{W}{W}
Enchantment
At the beginning of your upkeep, if you have 5 life or less, you gain 3 life and draw a card.

Conversion
{2}{W}{W}
Enchantment
All mountains are plains.
At the beginning of your upkeep, sacrifice Conversion unless you pay {W}{W}.

Conviction
{1}{W}
Enchant Creature
Enchanted creature gets +1/+3.
{W}: Return Conviction to its owner's hand.

Convulsing Licid
{2}{R}
Creature -- Licid
2/2
{R}, {T}: Convulsing Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature can't block" and "{R}: End the effect that created this ability."

Cooperation
{2}{W}
Enchant Creature
Enchanted creature has banding.

Copper Gnomes
{2}
Artifact Creature -- Gnome
1/1
{4}, Sacrifice Copper Gnomes: Put an artifact card from your hand into play.

Copper Tablet
{2}
Artifact
At the beginning of each player's upkeep, Copper Tablet deals 1 damage to that player.

Copper-Leaf Angel
{5}
Artifact Creature -- Angel
2/2
Flying
{T}, Sacrifice X lands: Put X +1/+1 counters on Copper-Leaf Angel.

Copy Artifact
{1}{U}
Enchantment
As Copy Artifact comes into play, you may choose an artifact in play. If you do, Copy Artifact comes into play as a copy of that artifact. It's still an enchantment.

Coral Atoll
Land
If Coral Atoll would come into play, return an untapped island you control to its owner's hand instead. If you do, put Coral Atoll into play tapped. If you don't, put it into its owner's graveyard.
{T}: Add {U} and one colorless mana to your mana pool.

Coral Fighters
{1}{U}
Creature -- Merfolk
1/1
Whenever Coral Fighters attacks and isn't blocked, look at the top card of

defending player's library. You may put that card on the bottom of that player's library.

Coral Helm
{3}
Artifact
{3}, Discard a card at random from your hand: Target creature gets +2/+2 until end of turn.

Coral Merfolk
{1}{U}
Creature -- Merfolk
2/1

Coral Net
{U}
Enchant Creature
Coral Net can enchant only a green or white creature.
Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you discard a card from your hand."

Coral Reef
{U}{U}
Enchantment
Coral Reef comes into play with four polyp counters on it.
Sacrifice an island: Put two polyp counters on Coral Reef.
{U}, Tap an untapped blue creature you control, Remove a polyp counter from Coral Reef: Put a +0/+1 counter on target creature.

Cornered Market
{2}{W}
Enchantment
Players can't play spells or nonbasic lands with the same name as a card in play.

Corpse Dance
{2}{B}
Instant
Buyback {2} #(If you pay an additional #{2}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Put the top creature card from your graveyard into play. That creature gains haste. Remove the creature from the game at end of turn. #(The creature may attack and #{T}# the turn it comes under your control.)#

Corpse Harvester
{3}{B}{B}
Creature -- Zombie Wizard
3/3
{1}{B}, {T}, Sacrifice a creature: Search your library for a Zombie card and a swamp card, reveal them, and put them into your hand. Then shuffle your library.

Corrosion
{1}{B}{R}
Enchantment
Cumulative upkeep {1}
At the beginning of your upkeep, put a rust counter on each artifact target opponent controls. Then, for each artifact any opponent controls, if the number of rust counters on that artifact equals or exceeds its converted mana cost, destroy the artifact. Artifacts destroyed this way can't be regenerated.
When Corrosion leaves play, remove all rust counters from all artifacts.

Corrupt
{5}{B}
Sorcery

Corrupt deals damage equal to the number of swamps you control to target creature or player. You gain life equal to the damage dealt this way.

Corrupt Official
{4}{B}
Creature -- Minion
3/1
{2}{B}: Regenerate Corrupt Official.
Whenever Corrupt Official becomes blocked, defending player discards a card at random from his or her hand.

Corrupting Licid
{2}{B}
Creature -- Licid
2/2
{B}, {T}: Corrupting Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature has fear" and "{B}: End the effect that created this ability." #(The enchanted creature can't be blocked except by artifact creatures and/or black creatures.)#

Cosmic Horror
{3}{B}{B}{B}
Creature -- Horror
7/7
First strike
At the beginning of your upkeep, unless you pay {3}{B}{B}{B}, sacrifice Cosmic Horror and it deals 7 damage to you.

Counterspell
{U}{U}
Instant
Counter target spell.

Cover of Darkness
{1}{B}
Enchantment
As Cover of Darkness comes into play, choose a creature type.
Creatures of the chosen type have fear. (They can't be blocked except by artifact creatures and/or black creatures.)

Covert Operative
{4}{U}
Creature -- Wizard
3/2
Covert Operative is unblockable.

Covetous Dragon
{4}{R}
Creature -- Dragon
6/5
Flying
When you control no artifacts, sacrifice Covetous Dragon.

Cowardice
{3}{U}{U}
Enchantment
Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.

Crackdown
{2}{W}
Enchantment
Nonwhite creatures with power 3 or greater don't untap during their controllers' untap steps.

Crackling Club
{R}
Enchant Creature
Enchanted creature gets +1/+0.
Sacrifice Crackling Club: Crackling Club deals 1 damage to target creature.

Cradle Guard
{1}{G}{G}
Creature -- Treefolk
4/4
Trample; echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#

Crafty Pathmage
{2}{U}
Creature -- Wizard
1/1
{T}: Target creature with power 2 or less is unblockable this turn.

Crag Saurian
{R}{R}{R}
Creature -- Lizard
4/4
Whenever a source deals damage to Crag Saurian, that source's controller gains control of Crag Saurian.

Crash
{2}{R}
Instant
You may sacrifice a mountain rather than pay Crash's mana cost.
Destroy target artifact.

Crash of Rhinos
{6}{G}{G}
Creature -- Rhino
8/4
Trample

Crashing Boars
{3}{G}{G}
Creature -- Boar
4/4
Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Crashing Centaur
{4}{G}{G}
Creature -- Centaur
3/4
{G}, Discard a card from your hand: Crashing Centaur gains trample until end of turn.
Threshold -- Crashing Centaur gets +2/+2 and can't be the target of spells or abilities. #(You have threshold as long as seven or more cards are in your graveyard.)#

Crater Hellion
{4}{R}{R}
Creature -- Beast
6/6
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Crater Hellion comes into play, it deals 4 damage to each other creature.

Craven Giant
{2}{R}
Creature -- Giant
4/1
Craven Giant can't block.

Craw Giant
{3}{G}{G}{G}{G}
Creature -- Giant
6/4
Trample
Rampage 2 #(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)#

Craw Wurm
{4}{G}{G}
Creature -- Wurm
6/4

Crawlspace
{3}
Artifact
No more than two creatures may attack you each combat.

Crazed Armodon
{2}{G}{G}
Creature -- Elephant
3/3
{G}: Crazed Armodon gets +3/+0 and gains trample until end of turn. Destroy Crazed Armodon at end of turn. Play this ability only once each turn.

Crazed Firecat
{5}{R}{R}
Creature -- Cat
4/4
When Crazed Firecat comes into play, flip a coin until you lose a flip. Put a +1/+1 counter on Crazed Firecat for each flip you win.

Crazed Skirge
{3}{B}
Creature -- Imp
2/2
Flying; haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Creature Bond
{1}{U}
Enchant Creature
When enchanted creature is put into a graveyard, Creature Bond deals damage equal to that creature's toughness to the creature's controller.

Credit Voucher
{2}
Artifact
{2}, {T}, Sacrifice Credit Voucher: Shuffle any number of cards from your hand into your library, then draw that many cards.

Creeping Mold
{2}{G}{G}
Sorcery
Destroy target artifact, enchantment, or land.

Cremate
{B}

Instant
Remove target card in a graveyard from the game.
Draw a card.

Crenellated Wall
{4}
Artifact Creature -- Wall
0/4
#(Walls can't attack.)#
{T}: Target creature gets +0/+4 until end of turn.

Crested Craghorn
{4}{R}
Creature -- Beast
4/1
Haste
Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Crevasse
{2}{R}
Enchantment
Creatures with mountainwalk may be blocked as though they didn't have mountainwalk.

Crimson Acolyte
{1}{W}
Creature -- Cleric
1/1
Protection from red
{W}: Target creature gains protection from red until end of turn.

Crimson Hellkite
{6}{R}{R}{R}
Creature -- Dragon
6/6
Flying
{X}, {T}: Crimson Hellkite deals X damage to target creature. Spend only red mana this way.

Crimson Kobolds
{0}
Creature -- Kobold
0/1
Crimson Kobolds is red.

Crimson Manticore
{2}{R}{R}
Creature -- Manticore
2/2
Flying
{R}, {T}: Crimson Manticore deals 1 damage to target attacking or blocking creature.

Crimson Roc
{4}{R}
Creature -- Roc
2/2
Flying
Whenever Crimson Roc blocks a creature without flying, Crimson Roc gets +1/+0 and gains first strike until end of turn.

Crippling Fatigue
{1}{B}{B}

Sorcery
Target creature gets -2/-2 until end of turn.
Flashback--{1}{B}, Pay 3 life. #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Cromat
{W}{U}{B}{R}{G}
Creature -- Legend
5/5
{W}{B}: Destroy target creature blocking or blocked by Cromat.
{U}{R}: Cromat gains flying until end of turn.
{B}{G}: Regenerate Cromat.
{R}{W}: Cromat gets +1/+1 until end of turn.
{G}{U}: Put Cromat on top of its owner's library.

Crookclaw Elder
{5}{U}
Creature -- Bird Wizard
3/2
Flying
Tap two untapped Birds you control: Draw a card.
Tap two untapped Wizards you control: Target creature gains flying until end of turn.

Crooked Scales
{4}
Artifact
{4}, {T}: Flip a coin. If you win the flip, destroy target creature an opponent controls. If you lose the flip, destroy target creature you control unless you pay {3} and repeat this process.

Crookshank Kobolds
{0}
Creature -- Kobold
0/1
Crookshank Kobolds is red.

Crop Rotation
{G}
Instant
As an additional cost to play Crop Rotation, sacrifice a land.
Search your library for a land card and put that card into play. Then shuffle your library.

Crosis, the Purger
{3}{U}{B}{R}
Creature -- Dragon Legend
6/6
Flying
Whenever Crosis, the Purger deals combat damage to a player, you may pay {2}{B}. If you do, choose a color. That player reveals his or her hand and discards all cards of that color from it.

Crosis's Attendant
{5}
Artifact Creature -- Golem
3/3
{1}, Sacrifice Crosis's Attendant: Add {U}{B}{R} to your mana pool.

Crosis's Catacombs
Land
Crosis's Catacombs is a Lair in addition to its land type.
When Crosis's Catacombs comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.

{T}: Add {U}, {B}, or {R} to your mana pool.

Crosis's Charm
{U}{B}{R}
Instant
Choose one -- Return target permanent to its owner's hand; or destroy target nonblack creature, and it can't be regenerated; or destroy target artifact.

Crossbow Ambush
{G}
Instant
Creatures you control may block as though they had flying this turn.

Crossbow Infantry
{1}{W}
Creature -- Soldier
1/1
{T}: Crossbow Infantry deals 1 damage to target attacking or blocking creature.

Crosswinds
{1}{G}
Enchantment
Creatures with flying get -2/-0.

Crovax the Cursed
{2}{B}{B}
Creature -- Vampire Legend
0/0
Crovax the Cursed comes into play with four +1/+1 counters on it.
At the beginning of your upkeep, you may sacrifice a creature. If you do, put a +1/+1 counter on Crovax. If you don't, remove a +1/+1 counter from Crovax.
{B}: Crovax gains flying until end of turn.

Crowd Favorites
{6}{W}
Creature -- Soldier
4/4
{3}{W}: Tap target creature.
{3}{W}: Crowd Favorites gets +0/+5 until end of turn.

Crown of Ascension
{1}{U}
Enchant Creature
Enchanted creature has flying.
Sacrifice Crown of Ascension: Enchanted creature and other creatures that share a creature type with it gain flying until end of turn.

Crown of Awe
{1}{W}
Enchant Creature
Enchanted creature has protection from black and from red.
Sacrifice Crown of Awe: Enchanted creature and other creatures that share a creature type with it gain protection from black and from red until end of turn.

Crown of Flames
{R}
Enchant Creature
{R}: Enchanted creature gets +1/+0 until end of turn.
{R}: Return Crown of Flames to its owner's hand.

Crown of Fury
{1}{R}
Enchant Creature
Enchanted creature gets +1/+0 and has first strike.

Sacrifice Crown of Fury: Enchanted creature and other creatures that share a creature type with it get +1/+0 and gain first strike until end of turn.

Crown of Suspicion
{1}{B}
Enchant Creature
Enchanted creature gets +2/-1.
Sacrifice Crown of Suspicion: Enchanted creature and other creatures that share a creature type with it get +2/-1 until end of turn.

Crown of the Ages
{2}
Artifact
{4}, {T}: Move target enchantment enchanting a creature to another creature.

Crown of Vigor
{1}{G}
Enchant Creature
Enchanted creature gets +1/+1.
Sacrifice Crown of Vigor: Enchanted creature and other creatures that share a creature type with it get +1/+1 until end of turn.

Crude Rampart
{3}{W}
Creature -- Wall
4/5
(Walls can't attack.)
Morph {4}{W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Cruel Revival
{4}{B}
Instant
Destroy target non-Zombie creature. It can't be regenerated. Return up to one target Zombie card from your graveyard to your hand.

Crumble
{G}
Instant
Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its converted mana cost.

Crumbling Sanctuary
{5}
Artifact
For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.

Crusade
{W}{W}
Enchantment
White creatures get +1/+1.

Crusading Knight
{2}{W}{W}
Creature -- Knight
2/2
Protection from black
Crusading Knight gets +1/+1 for each swamp your opponents control.

Crush of Wurms
{6}{G}{G}{G}
Sorcery
Put three 6/6 green Wurm creature tokens into play.

Flashback {9}{G}{G}{G} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Crypt Angel
{4}{B}
Creature -- Angel
3/3
Flying, protection from white
When Crypt Angel comes into play, return target blue or red creature card from your graveyard to your hand.

Crypt Cobra
{3}{B}
Creature -- Cobra
3/3
Whenever Crypt Cobra attacks and isn't blocked, defending player gets a poison counter. #(A player with ten or more poison counters loses the game.)#

Crypt Creeper
{1}{B}
Creature -- Zombie
2/1
Sacrifice Crypt Creeper: Remove target card in a graveyard from the game.

Crypt Rats
{2}{B}
Creature -- Rat
1/1
{X}: Crypt Rats deals X damage to each creature and each player. Spend only black mana this way.

Crypt Sliver
{1}{B}
Creature -- Sliver
1/1
All Slivers have {T}: Regenerate target Sliver.

Cryptic Gateway
{5}
Artifact
Tap two untapped creatures you control: You may put a creature card from your hand into play that shares a creature type with each creature tapped this way.

Crystal Chimes
{3}
Artifact
{3}, {T}, Sacrifice Crystal Chimes: Return all enchantment cards from your graveyard to your hand.

Crystal Golem
{4}
Artifact Creature -- Golem
3/3
At the end of your turn, Crystal Golem phases out.

Crystal Quarry
Land
{T}: Add one colorless mana to your mana pool.
{5}, {T}: Add {W}{U}{B}{R}{G} to your mana pool.

Crystal Rod
{1}
Artifact
Whenever a player plays a blue spell, you may pay {1}. If you do, you gain 1

life.

Crystal Spray
{2}{U}
Instant
Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn.
Draw a card.

Crystal Vein
Land
{T}: Add one colorless mana to your mana pool.
{T}, Sacrifice Crystal Vein: Add two colorless mana to your mana pool.

Crystalline Sliver
{W}{U}
Creature -- Sliver
2/2
Slivers can't be the targets of spells or abilities.

Culling the Weak
{B}
Instant
As an additional cost to play Culling the Weak, sacrifice a creature.
Add {B}{B}{B}{B} to your mana pool.

Cultural Exchange
{4}{U}{U}
Sorcery
Choose any number of creatures target player controls. Choose the same number of creatures another target player controls. Those players exchange control of those creatures. #(This effect doesn't end at end of turn.)#

Cunning
{1}{U}
Enchant Creature
Enchanted creature gets +3/+3.
When enchanted creature attacks or blocks, sacrifice Cunning at end of turn.

Cunning Wish
{2}{U}
Instant
Choose an instant card you own from outside the game, reveal that card, and put it into your hand. Remove Cunning Wish from the game.

Cuombajj Witches
{B}{B}
Creature -- Witch
1/3
{T}: Cuombajj Witches deals 1 damage to target creature or player and 1 damage to target creature or player of an opponent's choice.

Curfew
{U}
Instant
Each player returns a creature he or she controls to its owner's hand.

Curiosity
{U}
Enchant Creature
Whenever enchanted creature deals damage to an opponent, you may draw a card.

Curse Artifact
{2}{B}{B}

Enchant Artifact
At the beginning of the upkeep of enchanted artifact's controller, Curse Artifact deals 2 damage to that player unless he or she sacrifices enchanted artifact.

Curse of Marit Lage
{3}{R}{R}
Enchantment
When Curse of Marit Lage comes into play, tap all islands.
Islands don't untap during their controllers' untap steps.

Cursed Flesh
{B}
Enchant Creature
Enchanted creature gets -1/-1 and has fear #(It can't be blocked except by artifact creatures and/or black creatures.)#

Cursed Land
{2}{B}{B}
Enchant Land
At the beginning of the upkeep of enchanted land's controller, Cursed Land deals 1 damage to that player.

Cursed Monstrosity
{4}{B}
Creature -- Horror
4/3
Flying
Whenever Cursed Monstrosity becomes the target of a spell or ability, sacrifice it unless you discard a land card from your hand.

Cursed Rack
{4}
Artifact
As Cursed Rack comes into play, choose an opponent.
The chosen player's maximum hand size is 4.

Cursed Scroll
{1}
Artifact
{3}, {T}: Name a card. An opponent chooses a card at random from your hand. Reveal that card. If the card is the named card, Cursed Scroll deals 2 damage to target creature or player.

Cursed Totem
{2}
Artifact
Players can't play creatures' activated abilities.

Custody Battle
{1}{R}
Enchant Creature
Enchanted creature has At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land.

Customs Depot
{1}{U}
Enchantment
Whenever you play a creature spell, you may pay {1}. If you do, draw a card, then discard a card from your hand.

Cycle of Life
{1}{G}{G}
Enchantment

Return Cycle of Life to its owner's hand: Target creature you played this turn is 0/1 until your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.

Cyclone
{2}{G}{G}
Enchantment
Cumulative upkeep {G} #(At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay #{G}# for each age counter on it.)#
Whenever you pay Cyclone's cumulative upkeep, it deals damage equal to the number of age counters on Cyclone to each creature and player.

Cyclopean Mummy
{1}{B}
Creature -- Mummy
2/1
When Cyclopean Mummy is put into a graveyard from play, remove Cyclopean Mummy from the game.

Cyclopean Tomb
{4}
Artifact
{2}, {T}: Put a mire counter on target land. That land is a swamp as long as it has a mire counter on it. Play this ability only during your upkeep.
When Cyclopean Tomb leaves play, at the beginning of each of your upkeeps until the end of the game, remove one of those mire counters.

Dakkon Blackblade
{2}{W}{U}{U}{B}
Creature -- Legend
/
Dakkon Blackblade's power and toughness are each equal to the number of lands you control.

Dakmor Lancer
{4}{B}{B}
Creature -- Knight
3/3
When Dakmor Lancer comes into play, destroy target nonblack creature.

Damping Engine
{4}
Artifact
A player who controls more permanents than any other can't play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.

Damping Field
{2}{W}
Enchantment
Players can't untap more than one artifact during their untap steps.

Dance of Many
{U}{U}
Enchantment
When Dance of Many comes into play, put a token creature into play as a copy of target nontoken creature.
When Dance of Many leaves play, remove the creature token from the game.
When the creature token leaves play, sacrifice Dance of Many.
At the beginning of your upkeep, sacrifice Dance of Many unless you pay {U}{U}.

Dance of the Dead
{1}{B}

Enchantment
When Dance of the Dead comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play tapped under your control enchanted by Dance of the Dead.
Enchanted creature gets +1/+1 and doesn't untap during its controller's untap step.
At the beginning of the upkeep of enchanted creature's controller, that player may pay {1}{B}. If he or she does, untap enchanted creature.
When Dance of the Dead leaves play, destroy enchanted creature. It can't be regenerated.

Dancing Scimitar
{4}
Artifact Creature
1/5
Flying

Dandan
{U}{U}
Creature -- Dandan
4/1
Dandan can't attack unless defending player controls an island.
When you control no islands, sacrifice Dandan.

Daraja Griffin
{3}{W}
Creature -- Griffin
2/2
Flying
Sacrifice Daraja Griffin: Destroy target black creature.

Darba
{3}{G}
Creature -- Beast
5/4
At the beginning of your upkeep, sacrifice Darba unless you pay {G}{G}.

Darigaaz, the Igniter
{3}{B}{R}{G}
Creature -- Dragon Legend
6/6
Flying
Whenever Darigaaz, the Igniter deals combat damage to a player, you may pay {2}{R}. If you do, choose a color. That player reveals his or her hand and Darigaaz deals X damage to him or her, where X is the number of cards revealed of that color.

Darigaaz's Attendant
{5}
Artifact Creature -- Golem
3/3
{1}, Sacrifice Darigaaz's Attendant: Add {B}{R}{G} to your mana pool.

Darigaaz's Caldera
Land
Darigaaz's Caldera is a Lair in addition to its land type.
When Darigaaz's Caldera comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {B}, {R}, or {G} to your mana pool.

Darigaaz's Charm
{B}{R}{G}
Instant
Choose one -- Return target creature card from your graveyard to your hand; or

Darigaaz's Charm deals 3 damage to target creature or player; or target creature gets +3/+3 until end of turn.

Daring Apprentice
{1}{U}{U}
Creature -- Wizard
1/1
{T}, Sacrifice Daring Apprentice: Counter target spell.

Daring Leap
{1}{W}{U}
Instant
Target creature gets +1/+1 and gains flying and first strike until end of turn.

Dark Banishing
{2}{B}
Instant
Destroy target nonblack creature. It can't be regenerated.

Dark Hatchling
{4}{B}{B}
Creature -- Horror
3/3
Flying
When Dark Hatchling comes into play, destroy target nonblack creature. It can't be regenerated.

Dark Heart of the Wood
{B}{G}
Enchantment
Sacrifice a forest: You gain 3 life.

Dark Maze
{4}{U}
Creature -- Wall
4/5
#(Walls can't attack.)#
{0}: Dark Maze may attack this turn as though it weren't a Wall. Remove it from the game at end of turn.

Dark Privilege
{1}{B}
Enchant Creature
Enchanted creature gets +1/+1.
Sacrifice a creature: Regenerate enchanted creature.

Dark Ritual
{B}
Instant
Add {B}{B}{B} to your mana pool.

Dark Sphere
{0}
Artifact
{T}, Sacrifice Dark Sphere: The next time a source of your choice would deal damage to you this turn, it deals half that damage, rounded up, instead.

Dark Supplicant
{B}
Creature -- Cleric
1/1
{T}, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it into play. If you search your library this way, shuffle it.

Dark Suspicions
{2}{B}{B}
Enchantment
At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand more than you have in your hand.

Dark Triumph
{4}{B}
Instant
If you control a swamp, you may sacrifice a creature rather than pay Dark Triumph's mana cost.
Creatures you control get +2/+0 until end of turn.

Darkest Hour
{B}
Enchantment
All creatures are black.

Darkling Stalker
{3}{B}
Creature -- Shade
1/1
{B}: Regenerate Darkling Stalker.
{B}: Darkling Stalker gets +1/+1 until end of turn.

Darkness
{B}
Instant
Prevent all combat damage that would be dealt this turn.

Darkpact
{B}{B}{B}
Sorcery
Remove Darkpact from your deck before playing if you're not playing for ante. You own target card in the ante. That card's previous owner owns Darkpact. Put that card on top of your library and Darkpact into the ante.

Darkwatch Elves
{2}{G}
Creature -- Elf
2/2
Protection from black
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Darkwater Catacombs
Land
{1}, {T}: Add {U}{B} to your mana pool.

Darkwater Egg
{1}
Artifact
{2}, {T}, Sacrifice Darkwater Egg: Add {U}{B} to your mana pool. Draw a card.

Darting Merfolk
{1}{U}
Creature -- Merfolk
1/1
{U}: Return Darting Merfolk to its owner's hand.

Daru Cavalier
{3}{W}
Creature -- Soldier
2/2

First strike
When Daru Cavalier comes into play, you may search your library for a card named Daru Cavalier, reveal it, and put it into your hand. If you do, shuffle your library.

Daru Encampment
Land
{T}: Add {1} to your mana pool.
{W}, {T}: Target Soldier gets +1/+1 until end of turn.

Daru Healer
{2}{W}
Creature -- Cleric
1/2
{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.
Morph {W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Daru Lancer
{4}{W}{W}
Creature -- Soldier
3/4
First strike
Morph {2}{W}{W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Daru Mender
{W}
Creature -- Cleric
1/1
Morph {W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Daru Mender is turned face up, regenerate target creature.

Daru Sanctifier
{3}{W}
Creature -- Cleric
1/4
Morph {1}{W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Daru Sanctifier is turned face up, destroy target enchantment.

Daru Spiritualist
{1}{W}
Creature -- Cleric
1/1
Whenever a Cleric you control becomes the target of a spell or ability, it gets +0/+2 until end of turn.

Daru Stinger
{3}{W}
Creature -- Soldier
1/1
Amplify 1 (As this card comes into play, put a +1/+1 counter on it for each Soldier card you reveal in your hand.)
{T}: Daru Stinger deals damage equal to the number of +1/+1 counters on it to target attacking or blocking creature.

Daru Warchief
{2}{W}{W}
Creature -- Soldier
1/1
Soldier spells you play cost {1} less to play.

Soldiers you control get +1/+2.

Daughter of Autumn
{2}{G}{G}
Creature -- Legend
2/4
{W}: The next 1 damage that would be dealt to target white creature this turn is dealt to Daughter of Autumn instead.

Daunting Defender
{4}{W}
Creature -- Cleric
3/3
If a source would deal damage to a Cleric you control, prevent 1 of that damage.

Dauthi Cutthroat
{1}{B}
Creature -- Minion
1/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
{1}{B}, {T}: Destroy target creature with shadow.

Dauthi Embrace
{2}{B}
Enchantment
{B}{B}: Target creature gains shadow until end of turn. #(It may block or be blocked by only creatures with shadow.)#

Dauthi Ghoul
{1}{B}
Creature -- Zombie
1/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
Whenever a creature with shadow is put into a graveyard from play, put a +1/+1 counter on Dauthi Ghoul.

Dauthi Horror
{1}{B}
Creature -- Beast
2/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
Dauthi Horror can't be blocked by white creatures.

Dauthi Jackal
{2}{B}
Creature -- Hound
2/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
{B}{B}, Sacrifice Dauthi Jackal: Destroy target blocking creature.

Dauthi Marauder
{2}{B}
Creature -- Minion
3/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#

Dauthi Mercenary
{2}{B}
Creature -- Knight
2/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
{1}{B}: Dauthi Mercenary gets +1/+0 until end of turn.

Dauthi Mindripper

{3}{B}
Creature -- Minion
2/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
Whenever Dauthi Mindripper attacks and isn't blocked, you may sacrifice it. If you do, defending player discards three cards from his or her hand.

Dauthi Slayer
{B}{B}
Creature -- Soldier
2/2
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
Dauthi Slayer attacks each turn if able.

Dauthi Trapper
{2}{B}
Creature -- Minion
1/1
{T}: Target creature gains shadow until end of turn. #(This creature may block or be blocked by only creatures with shadow.)#

Dauthi Warlord
{1}{B}
Creature -- Soldier
*/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
Dauthi Warlord's power is equal to the number of creatures with shadow in play.

D'Avenant Archer
{2}{W}
Creature -- Soldier
1/2
{T}: D'Avenant Archer deals 1 damage to target attacking or blocking creature.

Dawn Elemental
{W}{W}{W}{W}
Creature -- Elemental
3/3
Flying
Prevent all damage that would be dealt to Dawn Elemental.

Dawn of the Dead
{2}{B}{B}{B}
Enchantment
At the beginning of your upkeep, you lose 1 life.
At the beginning of your upkeep, you may return target creature card from your graveyard to play. That creature gains haste until end of turn. Remove it from the game at end of turn.

Dawning Purist
{2}{W}
Creature -- Cleric
2/2
Whenever Dawning Purist deals combat damage to a player, you may destroy target enchantment that player controls.
Morph {1}{W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Dawnstrider
{1}{G}
Creature -- Spellshaper
1/1
{G}, {T}, Discard a card from your hand: Prevent all combat damage that would be dealt this turn.

Day of the Dragons
{4}{U}{U}{U}
Enchantment
When Day of the Dragons comes into play, remove all creatures you control from the game. Then put that many 5/5 red Dragon creature tokens with flying into play.
When Day of the Dragons leaves play, sacrifice all Dragons you control. Then return the removed cards to play under your control.

Daze
{1}{U}
Instant
You may return an island you control to its owner's hand rather than pay Daze's mana cost.
Counter target spell unless its controller pays {1}.

Dazzling Beauty
{2}{W}
Instant
Play Dazzling Beauty only during the declare blockers step.
Target unblocked attacking creature becomes blocked. #(This ability works on unblockable creatures.)#
Draw a card at the beginning of the next turn's upkeep.

Dead Ringers
{4}{B}
Sorcery
Destroy two target nonblack creatures unless either one is a color the other isn't. They can't be regenerated.

Deadapult
{2}{R}
Enchantment
{R}, Sacrifice a Zombie: Deadapult deals 2 damage to target creature or player.

Deadfall
{2}{G}
Enchantment
Creatures with forestwalk may be blocked as though they didn't have forestwalk.

Deadly Insect
{4}{G}
Creature -- Insect
6/1
Deadly Insect can't be the target of spells or abilities.

Deadshot
{3}{R}
Sorcery
Tap target creature. It deals damage equal to its power to another target creature.

Death Bomb
{3}{B}
Instant
As an additional cost to play Death Bomb, sacrifice a creature.
Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

Death Charmer
{2}{B}
Creature -- Mercenary
2/2

Whenever Death Charmer deals combat damage to a creature, that creature's controller loses 2 life unless he or she pays {2}.

Death Grasp
{X}{W}{B}
Sorcery
Death Grasp deals X damage to target creature or player. You gain X life.

Death Match
{3}{B}
Enchantment
Whenever a creature comes into play, that creature's controller may have target creature of his or her choice get -3/-3 until end of turn.

Death Mutation
{6}{B}{G}
Sorcery
Destroy target nonblack creature. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Death or Glory
{4}{W}
Sorcery
Separate all creature cards in your graveyard into two piles. Remove the pile of an opponent's choice from the game and return the other to play.

Death Pit Offering
{2}{B}{B}
Enchantment
As Death Pit Offering comes into play, sacrifice all creatures you control.
Creatures you control get +2/+2.

Death Pits of Rath
{3}{B}{B}
Enchantment
Whenever a creature is dealt damage, destroy it. It can't be regenerated.

Death Pulse
{2}{B}{B}
Instant
Target creature gets -4/-4 until end of turn.
Cycling {1}{B}{B} ({1}{B}{B}, Discard this card from your hand: Draw a card.)
When you cycle Death Pulse, you may have target creature get -1/-1 until end of turn.

Death Spark
{R}
Instant
Death Spark deals 1 damage to target creature or player.
At the beginning of your upkeep, if Death Spark is in your graveyard with a creature card directly above it, you may pay {1}. If you do, return Death Spark to your hand.

Death Speakers
{W}
Creature -- Speaker
1/1
Protection from black

Death Stroke
{B}{B}
Sorcery
Destroy target tapped creature.

Death Ward
{W}
Instant
Regenerate target creature.

Death Watch
{B}
Enchant Creature
When enchanted creature is put into a graveyard, its controller loses life equal to its power and you gain life equal to its toughness.

Death Wish
{1}{B}{B}
Sorcery
Choose a card you own from outside the game and put it into your hand. You lose half your life, rounded up. Remove Death Wish from the game.

Deathgazer
{3}{B}
Creature -- Lizard
2/2
Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

Deathgrip
{B}{B}
Enchantment
{B}{B}: Counter target green spell.

Deathlace
{B}
Instant
Target spell or permanent becomes black. #(Mana symbols on that permanent remain unchanged.)#

Deathmark Prelate
{3}{B}
Creature -- Cleric
2/3
{2}{B}, {T}, Sacrifice a Zombie: Destroy target non-Zombie creature. It can't be regenerated. Play this ability only any time you could play a sorcery.

Death's Duet
{2}{B}
Sorcery
Return two target creature cards from your graveyard to your hand.

Death's-Head Buzzard
{1}{B}{B}
Creature -- Bird
2/1
Flying
When Death's-Head Buzzard is put into a graveyard from play, all creatures get -1/-1 until end of turn.

Debt of Loyalty
{1}{W}{W}
Instant
Regenerate target creature. You gain control of that creature if it regenerates this way this turn.

Decaying Soil
{1}{B}{B}
Enchantment

At the beginning of your upkeep, remove a card in your graveyard from the game.
Threshold -- Whenever a nontoken creature is put into your graveyard from play, you may pay {1}. If you do, return that card to your hand. #(You have threshold as long as seven or more cards are in your graveyard.)#

Decimate
{2}{R}{G}
Sorcery
Destroy target artifact, target creature, target enchantment, and target land.

Decompose
{1}{B}
Sorcery
Remove up to three target cards in a single graveyard from the game.

Decomposition
{1}{G}
Enchant Creature
Decomposition can enchant only a black creature.
Enchanted creature has "Cumulative upkeep -- Pay 1 life."
When enchanted creature is put into a graveyard, its controller loses 2 life.

Decree of Annihilation
{8}{R}{R}
Sorcery
Remove all artifacts, creatures, lands, graveyards, and hands from the game.
Cycling {5}{R}{R}
When you cycle Decree of Annihilation, destroy all lands.

Decree of Justice
{X}{X}{2}{W}{W}
Sorcery
Put X 4/4 white Angel creature tokens with flying into play.
Cycling {2}{W}
When you cycle Decree of Justice, you may pay {X}. If you do, put X 1/1 white Soldier creature tokens into play.

Decree of Pain
{6}{B}{B}
Sorcery
Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way.
Cycling {3}{B}{B}
When you cycle Decree of Pain, all creatures get -2/-2 until end of turn.

Decree of Savagery
{7}{G}{G}
Instant
Put four +1/+1 counters on each creature you control.
Cycling {4}{G}{G}
When you cycle Decree of Savagery, you may put four +1/+1 counters on target creature.

Decree of Silence
{6}{U}{U}
Enchantment
Whenever an opponent plays a spell, counter that spell and put a depletion counter on Decree of Silence. If there are three or more depletion counters on Decree of Silence, sacrifice it.
Cycling {4}{U}{U}
When you cycle Decree of Silence, you may counter target spell.

Dedicated Martyr
{W}

Creature -- Cleric
1/1
{W}, Sacrifice Dedicated Martyr: You gain 3 life.

Deep Analysis
{3}{U}
Sorcery
Target player draws two cards.
Flashback--{1}{U}, Pay 3 life. #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Deep Reconnaissance
{2}{G}
Sorcery
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Flashback {4}{G} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Deep Spawn
{5}{U}{U}{U}
Creature -- Homarid
6/6
Trample
At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.
{U}: Deep Spawn can't be the target of spells or abilities this turn and doesn't untap during its controller's next untap step. Tap Deep Spawn.

Deep Water
{U}{U}
Enchantment
{U}: Until end of turn, if you tap a land you control for mana, it produces {U} instead of its normal type and amount.

Deepwood Drummer
{1}{G}
Creature -- Spellshaper
1/1
{G}, {T}, Discard a card from your hand: Target creature gets +2/+2 until end of turn.

Deepwood Elder
{G}{G}
Creature -- Spellshaper
2/2
{X}{G}{G}, {T}, Discard a card from your hand: X target lands become forests until end of turn.

Deepwood Ghoul
{2}{B}
Creature -- Zombie
2/1
Pay 2 life: Regenerate Deepwood Ghoul.

Deepwood Legate
{3}{B}
Creature -- Shade
1/1
If an opponent controls a forest and you control a swamp, you may play Deepwood Legate without paying its mana cost.
{B}: Deepwood Legate gets +1/+1 until end of turn.

Deepwood Tantiv

{4}{G}
Creature -- Beast
2/4
Whenever Deepwood Tantiv becomes blocked, you gain 2 life.

Deepwood Wolverine
{G}
Creature -- Wolverine
1/1
Whenever Deepwood Wolverine becomes blocked, it gets +2/+0 until end of turn.

Defender en-Vec
{3}{W}
Creature -- Cleric
2/4
Fading 4 #(This creature comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
Remove a fade counter from Defender en-Vec: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Defender of Chaos
{2}{R}
Creature -- Knight
2/1
You may play Defender of Chaos any time you could play an instant.
Protection from white

Defender of Law
{2}{W}
Creature -- Knight
2/1
You may play Defender of Law any time you could play an instant.
Protection from red

Defender of the Order
{3}{W}
Creature -- Cleric
2/4
Morph {W}{W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Defender of the Order is turned face up, creatures you control get +0/+2 until end of turn.

Defense Grid
{2}
Artifact
During each player's turn, spells played by another player cost {3} more.

Defense of the Heart
{3}{G}
Enchantment
At the beginning of your upkeep, if an opponent controls three or more creatures, sacrifice Defense of the Heart. If you do, search your library for up to two creature cards and put those creatures into play. Then shuffle your library.

Defensive Formation
{W}
Enchantment
Instead of the attacking player, you assign the combat damage of creatures attacking you.

Defensive Maneuvers

{3}{W}
Instant
Creatures of the type of your choice get +0/+4 until end of turn.

Defiant Elf
{G}
Creature -- Elf
1/1
Trample

Defiant Falcon
{1}{W}
Creature -- Rebel Bird
1/1
Flying
{4}, {T}: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Defiant Vanguard
{2}{W}
Creature -- Rebel
2/2
When Defiant Vanguard blocks, at end of combat, destroy it and all creatures it blocked this turn.
{5}, {T}: Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library.

Defiling Tears
{2}{B}
Instant
Until end of turn, target creature becomes black, gets +1/-1, and gains "{B}: Regenerate this creature."

Deflection
{3}{U}
Instant
Change the target of target spell with a single target.

Deftblade Elite
{W}
Creature -- Soldier
1/1
Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)
{1}{W}: Prevent all combat damage that would be dealt to and dealt by Deftblade Elite this turn.

Defy Gravity
{U}
Instant
Target creature gains flying until end of turn.
Flashback {U} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Dega Disciple
{W}
Creature -- Wizard
1/1
{B}, {T}: Target creature gets -2/-0 until end of turn.
{R}, {T}: Target creature gets +2/+0 until end of turn.

Dega Sanctuary
{2}{W}
Enchantment

At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead.

Degavolver
{1}{W}
Creature -- Volver
1/1
Kicker {1}{B} and/or {R}
If you paid the {1}{B} kicker cost, Degavolver comes into play with two +1/+1 counters on it and with "Pay 3 life: Regenerate Degavolver."
If you paid the {R} kicker cost, Degavolver comes into play with a +1/+1 counter on it and with first strike.

Dehydration
{3}{U}
Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.

Delaying Shield
{3}{W}
Enchantment
If you would be dealt damage, put that many delay counters on Delaying Shield instead.
At the beginning of your upkeep, remove all delay counters from Delaying Shield. For each delay counter removed this way, you lose 1 life unless you pay {1}{W}.

Delif's Cone
{0}
Artifact
{T}, Sacrifice Delif's Cone: This turn, when target creature you control attacks and isn't blocked, you may gain life equal to its power. If you do, it deals no combat damage this turn.

Delif's Cube
{1}
Artifact
{2}, {T}: This turn, when target creature you control attacks and isn't blocked, it deals no combat damage this turn and you put a cube counter on Delif's Cube.
{2}, Remove a cube counter from Delif's Cube: Regenerate target creature.

Delirium
{1}{B}{R}
Instant
Play Delirium only on an opponent's turn.
Tap target creature that player controls. That creature deals damage equal to its power to the player. Prevent all combat damage that would be dealt to and dealt by the creature this turn.

Delraich
{6}{B}
Creature -- Horror
6/6
Trample
You may sacrifice three black creatures rather than pay Delraich's mana cost.

Deluge
{2}{U}
Instant
Tap all creatures without flying.

Delusions of Mediocrity
{3}{U}
Enchantment

When Delusions of Mediocrity comes into play, you gain 10 life.
When Delusions of Mediocrity leaves play, you lose 10 life.

Dematerialize
{3}{U}
Sorcery
Return target permanent to its owner's hand.
Flashback {5}{U}{U} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Demolish
{3}{R}
Sorcery
Destroy target artifact or land.

Demonic Attorney
{1}{B}{B}
Sorcery
Remove Demonic Attorney from your deck before playing if you're not playing for ante.
Each player antes the top card of his or her library.

Demonic Consultation
{B}
Instant
Name a card. Remove the top six cards of your library from the game, then reveal cards from the top of your library until you reveal the named card. Put that card into your hand and remove all other cards revealed this way from the game.

Demonic Hordes
{3}{B}{B}{B}
Creature -- Demon
5/5
{T}: Destroy target land.
At the beginning of your upkeep, unless you pay {B}{B}{B}, tap Demonic Hordes and sacrifice a land of an opponent's choice.

Demonic Torment
{2}{B}
Enchant Creature
Enchanted creature can't attack.
Prevent all combat damage that would be dealt by enchanted creature.

Demonic Tutor
{1}{B}
Sorcery
Search your library for a card and put that card into your hand. Then shuffle your library.

Demoralize
{2}{R}
Instant
Each creature can't be blocked this turn except by two or more creatures.
Threshold -- Creatures can't block this turn. #(You have threshold if seven or more cards are in your graveyard.)#

Demystify
{W}
Instant
Destroy target enchantment.

Dense Foliage
{2}{G}
Enchantment

Creatures can't be the targets of spells.

Denying Wind
{7}{U}{U}
Sorcery
Search target player's library for up to seven cards and remove them from the game. Then that player shuffles his or her library.

Deranged Hermit
{3}{G}{G}
Creature -- Elf
1/1
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Deranged Hermit comes into play, put four 1/1 green Squirrel creature tokens into play.
All Squirrels get +1/+1.

Derelor
{3}{B}
Creature -- Thrull
4/4
Black spells you play cost {B} more to play.

Dermoplasm
{2}{U}
Creature -- Shapeshifter
1/1
Flying
Morph {2}{U}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Dermoplasm is turned face up, you may put a creature card with morph from your hand into play face up. If you do, return Dermoplasm to its owner's hand.

Desert
Land
{T}: Add one colorless mana to your mana pool.
{T}: Desert deals 1 damage to target attacking creature. Play this ability only during the end of combat step.

Desert Nomads
{2}{R}
Creature -- Nomad
2/2
Desertwalk #(This creature is unblockable as long as defending player controls a Desert.)#
Prevent all damage that would be dealt to Desert Nomads by Deserts.

Desert Twister
{4}{G}{G}
Sorcery
Destroy target permanent.

Deserted Temple
Land
{T}: Add one colorless mana to your mana pool.
{1}, {T}: Untap target land.

Desertion
{3}{U}{U}
Instant
Counter target spell. If it's an artifact or creature card, put it into play under your control instead of into its owner's graveyard.

Desolation
{1}{B}{B}
Enchantment
At end of turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed this way, Desolation deals 2 damage to that plains' controller.

Desolation Angel
{3}{B}{B}
Creature -- Angel
5/4
Kicker {W}{W} #(You may pay an additional #{W}{W}# as you play this spell.)#
Flying
When Desolation Angel comes into play, destroy all lands you control. If you paid the kicker cost, destroy all lands instead.

Desolation Giant
{2}{R}{R}
Creature -- Giant
3/3
Kicker {W}{W} #(You may pay an additional #{W}{W}# as you play this spell.)#
When Desolation Giant comes into play, destroy all other creatures you control. If you paid the kicker cost, destroy all other creatures instead.

Desperate Gambit
{R}
Instant
Choose a source you control and flip a coin. If you win the flip, the next time that source would deal damage this turn, it deals double that damage instead. If you lose the flip, the next time it would deal damage this turn, prevent that damage.

Desperate Research
{1}{B}
Sorcery
Name a card other than a basic land card. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Despoil
{3}{B}
Sorcery
Destroy target land. Its controller loses 2 life.

Despondency
{1}{B}
Enchant Creature
Enchanted creature gets -2/-0.
When Despondency is put into a graveyard from play, return Despondency to its owner's hand.

Despotic Scepter
{1}
Artifact
{T}: Destroy target permanent you own. It can't be regenerated.

Destructive Flow
{B}{R}{G}
Enchantment
At the beginning of each player's upkeep, that player sacrifices a nonbasic land.

Destructive Urge
{1}{R}{R}

Enchant Creature
Whenever enchanted creature deals combat damage to a player, that player sacrifices a land.

Detonate
{X}{R}
Sorcery
Destroy target artifact with converted mana cost equal to X. It can't be regenerated. Detonate deals X damage to that artifact's controller.

Devastate
{3}{R}{R}
Sorcery
Destroy target land. Devastate deals 1 damage to each creature and each player.

Devastating Dreams
{R}{R}
Sorcery
As an additional cost to play Devastating Dreams, discard X cards at random from your hand.
Each player sacrifices X lands. Devastating Dreams deals X damage to each creature.

Devoted Caretaker
{W}
Creature -- Cleric
1/2
{W}, {T}: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn.

Devouring Deep
{2}{U}
Creature -- Devouring-Deep
1/2
Islandwalk #(This creature is unblockable as long as defending player controls an island.)#

Devouring Strossus
{5}{B}{B}{B}
Creature -- Horror
9/9
Flying, trample
At the beginning of your upkeep, sacrifice a creature.
Sacrifice a creature: Regenerate Devouring Strossus.

Devout Harpist
{W}
Creature -- Townsfolk
1/1
{T}: Destroy target enchant creature.

Devout Witness
{2}{W}
Creature -- Spellshaper
2/2
{1}{W}, {T}, Discard a card from your hand: Destroy target artifact or enchantment.

Diabolic Edict
{1}{B}
Instant
Target player sacrifices a creature.

Diabolic Intent

{1}{B}
Sorcery
As an additional cost to play Diabolic Intent, sacrifice a creature.
Search your library for a card and put that card into your hand. Then shuffle your library.

Diabolic Machine
{7}
Artifact Creature
4/4
{3}: Regenerate Diabolic Machine.

Diabolic Servitude
{3}{B}
Enchantment
When Diabolic Servitude comes into play, return target creature card from your graveyard to play.
When the returned creature is put into a graveyard, remove that creature from the game and return Diabolic Servitude to its owner's hand.
When Diabolic Servitude leaves play, remove that creature from the game.

Diabolic Tutor
{2}{B}{B}
Sorcery
Search your library for a card and put that card into your hand. Then shuffle your library.

Diabolic Vision
{U}{B}
Sorcery
Look at the top five cards of your library. Put one of them into your hand and the rest on top of your library.

Diamond Kaleidoscope
{4}
Artifact
{3}, {T}: Put a 0/1 Prism artifact creature token into play.
Sacrifice a Prism token: Add one mana of any color to your mana pool.

Diamond Valley
Land
{T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.

Didgeridoo
{1}
Artifact
{3}: Put a Minotaur card from your hand into play.

Diligent Farmhand
{G}
Creature -- Druid
1/1
{1}{G}, Sacrifice Diligent Farmhand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
If Diligent Farmhand is in a graveyard, Muscle Burst's effect counts it as a card named Muscle Burst.

Dimensional Breach
{5}{W}{W}
Sorcery
Remove all permanents from the game. As long as any of those cards remain removed from the game, at the beginning of each player's upkeep, that player returns one of the removed cards he or she owns to play.

Diminishing Returns
{2}{U}{U}
Sorcery
Each player shuffles his or her hand and graveyard into his or her library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards.

Dingus Egg
{4}
Artifact
Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller.

Dingus Staff
{4}
Artifact
Whenever a creature is put into a graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

Diplomatic Escort
{1}{U}
Creature -- Spellshaper
1/1
{U}, {T}, Discard a card from your hand: Counter target spell or ability that targets a creature.

Diplomatic Immunity
{1}{U}
Enchant Creature
Enchanted creature can't be the target of spells or abilities.
Diplomatic Immunity can't be the target of spells or abilities.

Dire Wolves
{2}{G}
Creature -- Wolf
2/2
Dire Wolves has banding as long as you control a plains.

Dirge of Dread
{2}{B}
Sorcery
All creatures gain fear until end of turn. (They can't be blocked except by artifact creatures and/or black creatures.)
Cycling {1}{B} ({1}{B}, Discard this card from your hand: Draw a card.)
When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Dirtcowl Wurm
{4}{G}
Creature -- Wurm
3/4
Whenever an opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Dirtwater Wraith
{3}{B}
Creature -- Wraith
1/3
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#
{B}: Dirtwater Wraith gets +1/+0 until end of turn.

Dirty Wererat
{3}{B}

Creature -- Minion Rat
2/3
{B}, Discard a card from your hand: Regenerate Dirty Wererat.
Threshold -- Dirty Wererat gets +2/+2 and can't block. #(You have threshold as long as seven or more cards are in your graveyard.)#

Disappear
{2}{U}{U}
Enchant Creature
{U}: Return enchanted creature and Disappear to their owners' hands.

Disciple of Grace
{1}{W}
Creature -- Cleric
1/2
Protection from black
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Disciple of Kangee
{2}{W}
Creature -- Wizard
2/2
{U}, {T}: Target creature gains flying and becomes blue until end of turn.

Disciple of Law
{1}{W}
Creature -- Cleric
1/2
Protection from red
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Disciple of Malice
{1}{B}
Creature -- Cleric
1/2
Protection from white
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Discombobulate
{2}{U}{U}
Instant
Counter target spell. Look at the top four cards of your library, then put them back in any order.

Discordant Dirge
{3}{B}{B}
Enchantment
At the beginning of your upkeep, you may put a verse counter on Discordant Dirge.
{B}, Sacrifice Discordant Dirge: Look at target opponent's hand and choose up to X cards from it, where X is the number of verse counters on Discordant Dirge. That player discards those cards.

Discordant Spirit
{2}{B}{R}
Creature -- Spirit
2/2
At the end of each of your opponents' turns, put a +1/+1 counter on Discordant Spirit for each 1 damage dealt to you that turn.
At the end of your turn, remove all +1/+1 counters on Discordant Spirit.

Disease Carriers
{2}{B}{B}
Creature -- Rat

2/2
When Disease Carriers is put into a graveyard from play, target creature gets -2/-2 until end of turn.

Diseased Vermin
{2}{B}
Creature -- Rat
1/1
Whenever Diseased Vermin deals combat damage to a player, put an infection counter on it.
At the beginning of your upkeep, Diseased Vermin deals X damage to target opponent previously dealt damage by it, where X is the number of infection counters on it.

Disempower
{1}{W}
Instant
Put target artifact or enchantment on top of its owner's library.

Disenchant
{1}{W}
Instant
Destroy target artifact or enchantment.

Disharmony
{2}{R}
Instant
Play Disharmony only during combat before the declare blockers step.
Untap target attacking creature. Gain control of that creature until end of turn.

Disintegrate
{X}{R}
Sorcery
Disintegrate deals X damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.

Dismantling Blow
{2}{W}
Instant
Kicker {2}{U} #(You may pay an additional #{2}{U}# as you play this spell.)#
Destroy target artifact or enchantment.
If you paid the kicker cost, draw two cards.

Dismiss
{2}{U}{U}
Instant
Counter target spell.
Draw a card.

Disorder
{1}{R}
Sorcery
Disorder deals 2 damage to each white creature and each player who controls a white creature.

Dispersal Shield
{1}{U}
Instant
Counter target spell if its converted mana cost is less than or equal to the highest converted mana cost among permanents you control.

Dispersing Orb

{3}{U}{U}
Enchantment
{3}{U}, Sacrifice a permanent: Return target permanent to its owner's hand.

Disrupt
{U}
Instant
Counter target instant or sorcery spell unless its controller pays {1}.
Draw a card.

Disrupting Scepter
{3}
Artifact
{3}, {T}: Target player discards a card from his or her hand. Play this ability only during your turn.

Disruptive Pitmage
{2}{U}
Creature -- Wizard
1/1
{T}: Counter target spell unless its controller pays {1}.
Morph {U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Disruptive Student
{2}{U}
Creature -- Wizard
1/1
{T}: Counter target spell unless its controller pays {1}.

Dissipate
{1}{U}{U}
Instant
Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.

Distorting Lens
{2}
Artifact
{T}: Target permanent becomes the color of your choice until end of turn.

Distorting Wake
{X}{U}{U}{U}
Sorcery
Return X target nonland permanents to their owners' hands.

Disturbed Burial
{1}{B}
Sorcery
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Return target creature card from your graveyard to your hand.

Dive Bomber
{3}{W}
Creature -- Bird Soldier
2/2
Flying
{T}, Sacrifice Dive Bomber: Dive Bomber deals 2 damage to target attacking or blocking creature.

Divergent Growth
{G}
Instant

Until end of turn, lands you control gain "{T}: Add one mana of any color to your mana pool."

Diversionary Tactics
{3}{W}
Enchantment
Tap two untapped creatures you control: Tap target creature.

Divert
{U}
Instant
Change the target of target spell with a single target unless that spell's controller pays {2}.

Divine Intervention
{6}{W}{W}
Enchantment
Divine Intervention comes into play with two intervention counters on it.
At the beginning of your upkeep, remove an intervention counter from Divine Intervention. If there are no intervention counters on it, the game is a draw.

Divine Light
{W}
Sorcery
Prevent all damage that would be dealt this turn to creatures you control.

Divine Offering
{1}{W}
Instant
Destroy target artifact. You gain life equal to its converted mana cost.

Divine Presence
{2}{W}
Enchantment
If a source would deal 4 damage or more to a creature or player, that source deals 3 damage to that creature or player instead.

Divine Retribution
{1}{W}
Instant
Divine Retribution deals to target attacking creature damage equal to the number of attacking creatures.

Divine Sacrament
{1}{W}{W}
Enchantment
White creatures get +1/+1.
Threshold -- White creatures get an additional +1/+1. #(You have threshold as long as seven or more cards are in your graveyard.)#

Divine Transformation
{2}{W}{W}
Enchant Creature
Enchanted creature gets +3/+3.

Diving Griffin
{1}{W}{W}
Creature -- Griffin
2/2
Flying
Attacking doesn't cause Diving Griffin to tap.

Divining Witch
{1}{B}

Creature -- Spellshaper
1/1
{1}{B}, {T}, Discard a card from your hand: Name a card. Remove the top six cards of your library from the game. Reveal cards from the top of your library until you reveal the named card, then put that card into your hand. Remove all other cards revealed this way from the game.

Dizzying Gaze
{R}
Enchant Creature
Dizzying Gaze can enchant only a creature you control.
{R}: Enchanted creature deals 1 damage to target creature with flying.

Do or Die
{1}{B}
Sorcery
Separate all creatures target player controls into two piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated.

Dodecapod
{4}
Artifact Creature
3/3
If a spell or ability an opponent controls causes you to discard Dodecapod from your hand, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.

Dogged Hunter
{2}{W}
Creature -- Nomad
1/1
{T}: Destroy target creature token.

Dominaria's Judgment
{2}{W}
Instant
Until end of turn, creatures you control gain protection from white if you control a plains, from blue if you control an island, from black if you control a swamp, from red if you control a mountain, and from green if you control a forest.

Dominate
{X}{1}{U}{U}
Instant
Gain control of target creature with converted mana cost X or less. #(This effect doesn't end at end of turn.)#

Dominating Licid
{1}{U}{U}
Creature -- Licid
1/1
{1}{U}{U}, {T}: Dominating Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "You control enchanted creature" and "{U}: End the effect that created this ability."

Donate
{2}{U}
Sorcery
Target player gains control of target permanent you control.

Doom Cannon
{6}
Artifact
As Doom Cannon comes into play, choose a creature type.

{3}, {T}, Sacrifice a creature of the chosen type: Doom Cannon deals 3 damage to target creature or player.

Doomed Necromancer
{2}{B}
Creature -- Cleric Mercenary
2/2
{B}, {T}, Sacrifice Doomed Necromancer: Return target creature card from your graveyard to play.

Doomsday
{B}{B}{B}
Sorcery
Search your library and graveyard for five cards and remove the rest from the game. Put the chosen cards on top of your library in any order. You lose half your life, rounded up.

Doomsday Specter
{2}{U}{B}
Creature -- Specter
2/3
Flying
When Doomsday Specter comes into play, return a blue or black creature you control to its owner's hand.
Whenever Doomsday Specter deals combat damage to a player, look at that player's hand and choose a card from it. The player discards that card.

Dormant Volcano
Land
If Dormant Volcano would come into play, return an untapped mountain you control to its owner's hand instead. If you do, put Dormant Volcano into play tapped. If you don't, put it into its owner's graveyard.
{T}: Add {R} and one colorless mana to your mana pool.

Doubtless One
{3}{W}
Creature -- Cleric Avatar
/
Doubtless One's power and toughness are each equal to the number of Clerics in play.
Whenever Doubtless One deals damage, you gain that much life.

Douse
{2}{U}
Enchantment
{1}{U}: Counter target red spell.

Downdraft
{2}{G}
Enchantment
{G}: Target creature loses flying until end of turn.
Sacrifice Downdraft: Downdraft deals 2 damage to each creature with flying.

Downhill Charge
{2}{R}
Instant
You may sacrifice a mountain rather than pay Downhill Charge's mana cost.
Target creature gets +X/+0 until end of turn, where X is the number of mountains you control.

Draco
{16}
Artifact Creature -- Dragon
9/9

Draco costs {2} less to play for each basic land type among lands you control.
Flying
At the beginning of your upkeep, sacrifice Draco unless you pay {10}. This cost is reduced by {2} for each basic land type among lands you control.

Draconian Cylix
{3}
Artifact
{2}, {T}, Discard a card at random from your hand: Regenerate target creature.

Dracoplasm
{U}{R}
Creature -- Shapeshifter
/
Flying
As Dracoplasm comes into play, sacrifice any number of creatures.
Dracoplasm's power is equal to the total power of the sacrificed creatures and its toughness is equal to the total toughness of those creatures.
{R}: Dracoplasm gets +1/+0 until end of turn.

Drafna's Restoration
{U}
Sorcery
Return any number of target artifact cards from target player's graveyard to the top of his or her library in any order.

Dragon Arch
{5}
Artifact
{2}, {T}: Put a multicolored creature card from your hand into play.

Dragon Blood
{3}
Artifact
{3}, {T}: Put a +1/+1 counter on target creature.

Dragon Breath
{1}{R}
Enchant Creature
Enchanted creature has haste.
{R}: Enchanted creature gets +1/+0 until end of turn.
When a creature with converted mana cost 6 or more comes into play, you may return Dragon Breath from your graveyard to play enchanting that creature.

Dragon Engine
{3}
Artifact Creature
1/3
{2}: Dragon Engine gets +1/+0 until end of turn.

Dragon Fangs
{1}{G}
Enchant Creature
Enchanted creature gets +1/+1 and has trample.
When a creature with converted mana cost 6 or more comes into play, you may return Dragon Fangs from your graveyard to play enchanting that creature.

Dragon Mage
{5}{R}{R}
Creature -- Dragon Wizard
5/5
Flying
Whenever Dragon Mage deals combat damage to a player, each player discards his or her hand and draws seven cards.

Dragon Mask
{3}
Artifact
{3}, {T}: Target creature you control gets +2/+2 until end of turn. Return it to its owner's hand at end of turn.

Dragon Roost
{4}{R}{R}
Enchantment
{5}{R}{R}: Put a 5/5 red Dragon creature token with flying into play.

Dragon Scales
{1}{W}
Enchant Creature
Enchanted creature gets +1/+2 and attacking doesn't cause it to tap.
When a creature with converted mana cost 6 or more comes into play, you may return Dragon Scales from your graveyard to play enchanting that creature.

Dragon Shadow
{1}{B}
Enchant Creature
Enchanted creature gets +1/+0 and has fear. (It can't be blocked except by artifact creatures and/or black creatures.)
When a creature with converted mana cost 6 or more comes into play, you may return Dragon Shadow from your graveyard to play enchanting that creature.

Dragon Tyrant
{8}{R}{R}
Creature -- Dragon
6/6
Flying, trample
Double strike (This creature deals both first-strike and regular combat damage.)
At the beginning of your upkeep, sacrifice Dragon Tyrant unless you pay {R}{R}{R}{R}.
{R}: Dragon Tyrant gets +1/+0 until end of turn.

Dragon Whelp
{2}{R}{R}
Creature -- Dragon
2/3
Flying
{R}: Dragon Whelp gets +1/+0 until end of turn. If this ability is played four or more times this turn, sacrifice Dragon Whelp at end of turn.

Dragon Wings
{1}{U}
Enchant Creature
Enchanted creature has flying.
Cycling {1}{U} ({1}{U}, Discard this card from your hand: Draw a card.)
When a creature with converted mana cost 6 or more comes into play, you may return Dragon Wings from your graveyard to play enchanting that creature.

Dragonspeaker Shaman
{1}{R}{R}
Creature -- Barbarian
2/2
Dragon spells you play cost {2} less to play.

Dragonstalker
{4}{W}
Creature -- Bird Soldier
3/3
Flying, protection from Dragons

Dragonstorm
{8}{R}
Sorcery
Search your library for a Dragon card and put it into play. Then shuffle your library.
Storm (When you play this spell, copy it for each spell played before it this turn.)

Drain Life
{X}{1}{B}
Sorcery
Spend only black mana on X.
Drain Life deals X damage to target creature or player. You gain life equal to the damage dealt, but not more life than the player's life total before Drain Life dealt damage or the creature's toughness.

Drain Power
{U}{U}
Sorcery
Target player plays a mana ability of each land he or she controls, then empties his or her mana pool. Add mana to your mana pool equal to the type and amount emptied from that player's mana pool this way.

Drake Hatchling
{2}{U}
Creature -- Drake
1/3
Flying
{U}: Drake Hatchling gets +1/+0 until end of turn. Play this ability only once each turn.

Drake-Skull Cameo
{3}
Artifact
{T}: Add {U} or {B} to your mana pool.

Dralnu's Crusade
{1}{B}{R}
Enchantment
All Goblins get +1/+1, are black, and are Zombies in addition to their creature types.

Dralnu's Pet
{1}{U}{U}
Creature -- Shapeshifter
2/2
Kicker--{2}{B}, Discard a creature card from your hand. #(You may pay #{2}{B}# and discard a creature card from your hand in addition to any other costs as you play this spell.)#
If you paid the kicker cost, Dralnu's Pet has flying and comes into play with X +1/+1 counters on it, where X is the discarded card's converted mana cost.

Dread of Night
{B}
Enchantment
White creatures get -1/-1.

Dread Specter
{3}{B}
Creature -- Specter
2/2
Whenever Dread Specter blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

Dread Wight
{3}{B}{B}
Creature -- Wight
3/4
At end of combat, put a paralyzation counter on all creatures blocking or blocked by Dread Wight and tap those creatures. They gain "If this creature has a paralyzation counter on it, it doesn't untap during its controller's untap step" and "{4}: Remove a paralyzation counter from this creature."

Dream Cache
{2}{U}
Sorcery
Draw three cards, then put two cards from your hand both on top of your library or both on the bottom of your library.

Dream Chisel
{2}
Artifact
Face-down creature spells you play cost {1} less to play.

Dream Coat
{U}
Enchant Creature
{0}: Enchanted creature becomes the colors of your choice. Play this ability only once each turn.

Dream Fighter
{2}{U}
Creature -- Soldier
1/1
Whenever Dream Fighter blocks or becomes blocked by a creature, Dream Fighter and that creature phase out.

Dream Halls
{3}{U}{U}
Enchantment
Rather than pay the mana cost for a nonartifact spell, its controller may discard a card from his or her hand that shares a color with that spell. If the spell has {X} in its mana cost, X is 0.

Dream Prowler
{2}{U}{U}
Creature -- Illusion
1/5
Dream Prowler is unblockable as long as it's attacking alone.

Dream Thrush
{1}{U}
Creature -- Bird
1/1
Flying
{T}: Target land's type becomes the basic land type of your choice until end of turn.

Dream Tides
{2}{U}{U}
Enchantment
Creatures don't untap during their controllers' untap step.
Nongreen creatures have "{2}: Untap this creature. Play this ability only during your upkeep."

Dreamborn Muse
{2}{U}{U}

Creature -- Spirit
2/2
At the beginning of each player's upkeep, that player puts the top X cards from his or her library into his or her graveyard, where X is the number of cards in his or her hand.

Dreams of the Dead
{3}{U}
Enchantment
{1}{U}: Put target white or black creature card from your graveyard into play. That creature gains "Cumulative upkeep {2}." If the creature would leave play, remove it from the game instead.

Dreamwinder
{3}{U}
Creature -- Serpent
4/3
Dreamwinder can't attack unless defending player controls an island.
{U}, Sacrifice an island: Target land becomes an island until end of turn.

Dredge
{B}
Instant
Sacrifice a creature or land.
Draw a card.

Dregs of Sorrow
{X}{4}{B}
Sorcery
Destroy X target nonblack creatures. Draw X cards.

Drift of the Dead
{3}{B}
Creature -- Wall
/
#(Walls can't attack.)#
Drift of the Dead's power and toughness are each equal to the number of snow-covered lands you control.

Drifting Djinn
{4}{U}{U}
Creature -- Djinn
5/5
Flying
At the beginning of your upkeep, sacrifice Drifting Djinn unless you pay {1}{U}.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Drifting Meadow
Land
Drifting Meadow comes into play tapped.
{T}: Add {W} to your mana pool.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Drinker of Sorrow
{2}{B}
Creature -- Horror
5/3
Drinker of Sorrow can't block.
Whenever Drinker of Sorrow deals combat damage, sacrifice a permanent.

Dripping Dead
{4}{B}{B}
Creature -- Zombie
4/1

Dripping Dead can't block.
Whenever Dripping Dead deals combat damage to a creature, destroy that creature. It can't be regenerated.

Dromar, the Banisher
{3}{W}{U}{B}
Creature -- Dragon Legend
6/6
Flying
Whenever Dromar, the Banisher deals combat damage to a player, you may pay {2}{U}. If you do, choose a color. Return all creatures of that color to their owners' hands.

Dromar's Attendant
{5}
Artifact Creature -- Golem
3/3
{1}, Sacrifice Dromar's Attendant: Add {W}{U}{B} to your mana pool.

Dromar's Cavern
Land
Dromar's Cavern is a Lair in addition to its land type.
When Dromar's Cavern comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {W}, {U}, or {B} to your mana pool.

Dromar's Charm
{W}{U}{B}
Instant
Choose one -- You gain 5 life; or counter target spell; or target creature gets -2/-2 until end of turn.

Dromosaur
{2}{R}
Creature -- Lizard
2/3
Whenever Dromosaur blocks or becomes blocked, it gets +2/-2 until end of turn.

Drop of Honey
{G}
Enchantment
At the beginning of your upkeep, destroy target creature with the least power. It can't be regenerated. #(If two or more creatures are tied for least power, target any one of them.)#
When there are no creatures in play, sacrifice Drop of Honey.

Drought
{2}{W}{W}
Enchantment
At the beginning of your upkeep, sacrifice Drought unless you pay {W}{W}.
As an additional cost to play spells with {B} in their mana costs and activated abilities with {B} in their activation costs, that spell or ability's controller sacrifices a swamp for each {B} in that cost.

Drowned
{1}{U}
Creature -- Zombie
1/1
{B}: Regenerate Drowned.

Drudge Skeletons
{1}{B}
Creature -- Skeleton
1/1

{B}: Regenerate Drudge Skeletons.

Drudge Spell
{B}{B}
Enchantment
{B}, Remove two creature cards in your graveyard from the game: Put a 1/1 black Skeleton creature token into play. It has "{B}: Regenerate this creature."
When Drudge Spell leaves play, destroy all Skeleton tokens. They can't be regenerated.

Druid Lyrist
{G}
Creature -- Druid
1/1
{G}, {T}, Sacrifice Druid Lyrist: Destroy target enchantment.

Druid's Call
{1}{G}
Enchant Creature
Whenever enchanted creature is dealt damage, its controller puts that many 1/1 green Squirrel creature tokens into play.

Dry Spell
{1}{B}
Sorcery
Dry Spell deals 1 damage to each creature and each player.

Dual Nature
{4}{G}{G}
Enchantment
Whenever a creature card comes into play, its controller puts a token into play as a copy of that creature.
Whenever a creature card leaves play, remove all tokens with the same name as that creature from the game.
When Dual Nature leaves play, remove all tokens created with it from the game.

Duct Crawler
{R}
Creature -- Insect
1/1
{1}{R}: Target creature can't block Duct Crawler this turn.

Dueling Grounds
{1}{G}{W}
Enchantment
No more than one creature may attack each turn.
No more than one creature may block each turn.

Dungeon Shade
{3}{B}
Creature -- Spirit
1/1
Flying
{B}: Dungeon Shade gets +1/+1 until end of turn.

Duplicity
{3}{U}{U}
Enchantment
When Duplicity comes into play, remove from the game face down the top five cards of your library.
At the beginning of your upkeep, you may exchange all the cards in your hand for the cards you removed from the game with Duplicity.
At the end of your turn, discard a card from your hand.
When Duplicity leaves play, put all cards removed from the game with Duplicity

into their owners' graveyards.

Duress
{B}
Sorcery
Target opponent reveals his or her hand. Choose a noncreature, nonland card from it. That player discards that card.

Durkwood Boars
{4}{G}
Creature -- Boar
4/4

Dusk Imp
{2}{B}
Creature -- Imp
2/1
Flying

Duskrider Falcon
{1}{W}
Creature -- Bird
1/1
Flying, protection from black

Duskwalker
{B}
Creature -- Minion
1/1
Kicker {3}{B} #(You may pay an additional #{3}{B}# as you play this spell.)#
If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and with fear. #(This creature can't be blocked except by artifact creatures and/or black creatures.)#

Dust Bowl
Land
{T}: Add one colorless mana to your mana pool.
{3}, {T}, Sacrifice a land: Destroy target nonbasic land.

Dust to Dust
{1}{W}{W}
Sorcery
Remove two target artifacts from the game.

Dwarven Armorer
{R}
Creature -- Dwarf
0/2
{R}, {T}, Discard a card from your hand: Put a +0/+1 counter or a +1/+0 counter on target creature.

Dwarven Armory
{2}{R}{R}
Enchantment
{2}, Sacrifice a land: Put a +2/+2 counter on target creature. Play this ability only during upkeep.

Dwarven Berserker
{1}{R}
Creature -- Dwarf
1/1
Whenever Dwarven Berserker becomes blocked, it gets +3/+0 and gains trample until end of turn.

Dwarven Blastminer
{1}{R}
Creature -- Dwarf
1/1
{2}{R}, {T}: Destroy target nonbasic land.
Morph {R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Dwarven Bloodboiler
{R}{R}{R}
Creature -- Dwarf
2/2
Tap an untapped Dwarf you control: Target creature gets +2/+0 until end of turn.

Dwarven Catapult
{X}{R}
Instant
Dwarven Catapult deals X damage divided evenly, rounded down, among all of an opponent's creatures.

Dwarven Demolition Team
{2}{R}
Creature -- Dwarf
1/1
{T}: Destroy target Wall.

Dwarven Driller
{3}{R}
Creature -- Dwarf
2/2
{T}: Destroy target land unless its controller has Dwarven Driller deal 2 damage to him or her.

Dwarven Grunt
{R}
Creature -- Dwarf
1/1
Mountainwalk

Dwarven Hold
Land
Dwarven Hold comes into play tapped.
You may choose not to untap Dwarven Hold during your untap step.
At the beginning of your upkeep, if Dwarven Hold is tapped, put a storage counter on it.
{T}, Remove any number of storage counters from Dwarven Hold: Add {R} to your mana pool for each storage counter removed this way.

Dwarven Landslide
{3}{R}
Sorcery
Kicker--{2}{R}, Sacrifice a land. #(You may pay #{2}{R}# and sacrifice a land in addition to any other costs as you play this spell.)#
Destroy target land. If you paid the kicker cost, destroy another target land.

Dwarven Lieutenant
{R}{R}
Creature -- Dwarf
1/2
{1}{R}: Target Dwarf gets +1/+0 until end of turn.

Dwarven Miner
{1}{R}
Creature -- Dwarf

1/2
{2}{R}, {T}: Destroy target nonbasic land.

Dwarven Nomad
{2}{R}
Creature -- Dwarf
1/1
{T}: Target creature with power 2 or less is unblockable this turn.

Dwarven Patrol
{2}{R}
Creature -- Dwarf
4/2
Dwarven Patrol doesn't untap during your untap step.
Whenever you play a nonred spell, untap Dwarven Patrol.

Dwarven Pony
{R}
Creature -- Pony
1/1
{1}{R}, {T}: Target Dwarf gains mountainwalk until end of turn. #(This creature is unblockable as long as defending player controls a mountain.)#

Dwarven Recruiter
{2}{R}
Creature -- Dwarf
2/2
When Dwarven Recruiter comes into play, search your library for any number of Dwarf cards and reveal those cards. Shuffle your library, then put them on top of it in any order.

Dwarven Ruins
Land
Dwarven Ruins comes into play tapped.
{T}: Add {R} to your mana pool.
{T}, Sacrifice Dwarven Ruins: Add {R}{R} to your mana pool.

Dwarven Scorcher
{R}
Creature -- Dwarf
1/1
Sacrifice Dwarven Scorcher: Dwarven Scorcher deals 1 damage to target creature unless that creature's controller has Dwarven Scorcher deal 2 damage to him or her.

Dwarven Sea Clan
{2}{R}
Creature -- Dwarf
1/1
{T}: Dwarven Sea Clan deals 2 damage to target attacking or blocking creature whose controller controls an island. Play this ability only during the end of combat step.

Dwarven Shrine
{1}{R}{R}
Enchantment
Whenever a player plays a spell, Dwarven Shrine deals X damage to that player, where X is twice the number of cards in all graveyards with the same name as that spell.

Dwarven Soldier
{1}{R}
Creature -- Dwarf
2/1

Whenever Dwarven Soldier blocks or becomes blocked by one or more Orcs, Dwarven Soldier gets +0/+2 until end of turn.

Dwarven Song
{R}
Instant
Any number of target creatures become red until end of turn.

Dwarven Strike Force
{4}{R}
Creature -- Dwarf
4/3
Discard a card at random from your hand: Dwarven Strike Force gains first strike and haste until end of turn.

Dwarven Thaumaturgist
{2}{R}
Creature -- Dwarf
1/2
{T}: Switch target creature's power and toughness until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn.

Dwarven Trader
{R}
Creature -- Dwarf
1/1

Dwarven Vigilantes
{2}{R}
Creature -- Dwarf
2/2
Whenever Dwarven Vigilantes attacks and isn't blocked, you may have it deal damage equal to its power to target creature. If you do, Dwarven Vigilantes deals no combat damage this turn.

Dwarven Warriors
{2}{R}
Creature -- Dwarf
1/1
{T}: Target creature with power 2 or less is unblockable this turn.

Dwarven Weaponsmith
{1}{R}
Creature -- Dwarf
1/1
{T}, Sacrifice an artifact: Put a +1/+1 counter on target creature. Play this ability only during your upkeep.

Dwell on the Past
{G}
Sorcery
Target player shuffles up to four target cards from his or her graveyard into his or her library.

Dying Wail
{1}{B}
Enchant Creature
When enchanted creature is put into a graveyard, target player discards two cards from his or her hand.

Dystopia
{1}{B}{B}
Enchantment

Cumulative upkeep -- Pay 1 life
At the beginning of each player's upkeep, that player sacrifices a white or green permanent.

Eager Cadet
{W}
Creature -- Soldier
1/1

Early Harvest
{1}{G}{G}
Instant
Target player untaps all basic lands he or she controls.

Earnest Fellowship
{1}{W}
Enchantment
Each creature has protection from its colors.

Earsplitting Rats
{3}{B}
Creature -- Rat
2/1
When Earsplitting Rats comes into play, each player discards a card from his or her hand.
Discard a card from your hand: Regenerate Earsplitting Rats.

Earth Elemental
{3}{R}{R}
Creature -- Elemental
4/5

Earth Rift
{3}{R}
Sorcery
Destroy target land.
Flashback {5}{R}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Earthbind
{R}
Enchant Creature
When Earthbind comes into play, if enchanted creature has flying, Earthbind deals 2 damage to that creature and Earthbind gains "Enchanted creature loses flying."

Earthblighter
{1}{B}
Creature -- Cleric
1/1
{2}{B}, {T}, Sacrifice a Goblin: Destroy target land.

Earthcraft
{1}{G}
Enchantment
Tap an untapped creature you control: Untap target basic land.

Earthlink
{3}{B}{R}{G}
Enchantment
At the beginning of your upkeep, sacrifice Earthlink unless you pay {2}.
Whenever a creature is put into a graveyard from play, that creature's controller sacrifices a land.

Earthlore
{G}
Enchant Land
Earthlore can enchant only a land you control.
Enchanted land has "{T}: Target blocking creature gets +1/+2 until end of turn."

Earthquake
{X}{R}
Sorcery
Earthquake deals X damage to each creature without flying and each player.

Eastern Paladin
{2}{B}{B}
Creature -- Knight
3/3
{B}{B}, {T}: Destroy target green creature.

Eater of the Dead
{4}{B}
Creature -- Eater
3/4
{0}: If Eater of the Dead is tapped, untap it and remove target creature card in a graveyard from the game.

Ebon Praetor
{4}{B}{B}
Creature -- Avatar
5/5
Trample, first strike
At the beginning of your upkeep, put a -2/-2 counter on Ebon Praetor unless you sacrifice a creature. If you sacrifice a Thrull this way, put a +1/+0 counter on Ebon Praetor.

Ebon Stronghold
Land
Ebon Stronghold comes into play tapped.
{T}: Add {B} to your mana pool.
{T}, Sacrifice Ebon Stronghold: Add {B}{B} to your mana pool.

Ebonblade Reaper
{2}{B}
Creature -- Cleric
1/1
Whenever Ebonblade Reaper attacks, you lose half your life, rounded up.
Whenever Ebonblade Reaper deals combat damage to a player, that player loses half his or her life, rounded up.
Morph {3}{B}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Ebony Charm
{B}
Instant
Choose one -- Target opponent loses 1 life and you gain 1 life; or remove from the game up to three target cards in a single graveyard; or target creature gains fear until end of turn #(A creature with fear can't be blocked except by artifact creatures and/or black creatures.)#

Ebony Horse
{3}
Artifact
{2}, {T}: Untap target attacking creature you control. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

Ebony Rhino

{7}
Artifact Creature
4/5
Trample

Ebony Treefolk
{1}{B}{G}
Creature -- Treefolk
3/3
{B}{G}: Ebony Treefolk gets +1/+1 until end of turn.

Echo Chamber
{4}
Artifact
{4}, {T}: An opponent chooses target creature he or she controls. Put a token creature into play as a copy of that creature. The token creature has haste. Remove the token creature from the game at end of turn. Play this ability only any time you could play a sorcery. #(The token creature may attack and #{T}# the turn it comes under your control.)#

Echo Tracer
{2}{U}
Creature -- Wizard
2/2
Morph {2}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Echo Tracer is turned face up, return target creature to its owner's hand.

Edgewalker
{1}{W}{B}
Creature -- Cleric
2/2
Cleric spells you play cost {W}{B} less to play. This effect reduces only the amount of colored mana you pay. (For example, if you play a Cleric with mana cost {1}{W}, it costs {1} to play.)

Ekundu Cyclops
{3}{R}
Creature -- Giant
3/4
If a creature you control attacks, Ekundu Cyclops also attacks if able.

Ekundu Griffin
{3}{W}
Creature -- Griffin
2/2
Flying, first strike

Eladamri, Lord of Leaves
{G}{G}
Creature -- Legend
2/2
All Elves have forestwalk. #(They're unblockable as long as defending player controls a forest.)#
Elves can't be the target of spells or abilities.

Eladamri's Call
{G}{W}
Instant
Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

Eladamri's Vineyard
{G}

Enchantment
At the beginning of each player's precombat main phase, add {G}{G} to that player's mana pool.

Elder Druid
{3}{G}
Creature -- Cleric
2/2
{3}{G}, {T}: Tap or untap target artifact, creature, or land.

Elder Land Wurm
{4}{W}{W}{W}
Creature -- Wurm
5/5
Trample
Elder Land Wurm can't attack.
When Elder Land Wurm blocks, it loses "Elder Land Wurm can't attack."

Elder Spawn
{4}{U}{U}{U}
Creature -- Spawn
6/6
Elder Spawn can't be blocked by red creatures.
At the beginning of your upkeep, unless you sacrifice an island, sacrifice Elder Spawn and it deals 6 damage to you.

Electric Eel
{U}
Creature -- Eel
1/1
When Electric Eel comes into play, it deals 1 damage to you.
{R}{R}: Electric Eel gets +2/+0 until end of turn and deals 1 damage to you.

Electryte
{3}{R}{R}
Creature -- Beast
3/3
Whenever Electryte deals combat damage to defending player, it deals damage equal to its power to each blocking creature.

Elemental Augury
{U}{B}{R}
Enchantment
{3}: Look at the top three cards of target player's library and put them back on top of that player's library in any order.

Elephant Ambush
{2}{G}{G}
Instant
Put a 3/3 green Elephant creature token into play.
Flashback {6}{G}{G} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Elephant Grass
{G}
Enchantment
Cumulative upkeep {1}
Black creatures can't attack you.
Nonblack creatures can't attack you unless their controller pays an additional {2} for each creature attacking you.

Elephant Graveyard
Land
{T}: Add one colorless mana to your mana pool.

{T}: Regenerate target Elephant or Mammoth.

Elephant Guide
{2}{G}
Enchant Creature
Enchanted creature gets +3/+3.
When enchanted creature is put into a graveyard, put a 3/3 green Elephant creature token into play.

Elephant Resurgence
{1}{G}
Sorcery
Each player puts a green Elephant creature token into play. Those creatures have "This creature's power and toughness are each equal to the number of creature cards in its controller's graveyard."

Elfhame Palace
Land
Elfhame Palace comes into play tapped.
{T}: Add {G} or {W} to your mana pool.

Elfhame Sanctuary
{1}{G}
Enchantment
At the beginning of your upkeep, you may search your library for a basic land card, reveal that card, and put it into your hand. If you do, skip your draw step this turn and shuffle your library.

El-Hajjaj
{1}{B}{B}
Creature -- El-Hajjaj
1/1
Whenever El-Hajjaj deals damage to a creature or player, you gain life equal to the damage dealt, but not more than the player's life total before El-Hajjaj dealt damage or the creature's toughness.

Elite Archers
{5}{W}
Creature -- Soldier
3/3
{T}: Elite Archers deals 3 damage to target attacking or blocking creature.

Elite Javelineer
{2}{W}
Creature -- Soldier
2/2
Whenever Elite Javelineer blocks, it deals 1 damage to target attacking creature.

Elixir of Vitality
{4}
Artifact
Elixir of Vitality comes into play tapped.
{T}, Sacrifice Elixir of Vitality: You gain 4 life.
{8}, {T}, Sacrifice Elixir of Vitality: You gain 8 life.

Elkin Bottle
{3}
Artifact
{3}, {T}: Remove the top card of your library from the game. Until the beginning of your next upkeep, you may play that card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into your graveyard.

Elkin Lair
{3}{R}
Enchant World
At the beginning of each player's upkeep, that player removes a card at random in his or her hand from the game. The player may play that card as though it were in his or her hand. At end of turn, if the player hasn't played the card, the player puts it into his or her graveyard.

Elven Cache
{2}{G}{G}
Sorcery
Return target card from your graveyard to your hand.

Elven Fortress
{G}
Enchantment
{1}{G}: Target blocking creature gets +0/+1 until end of turn.

Elven Lyre
{2}
Artifact
{1}, {T}, Sacrifice Elven Lyre: Target creature gets +2/+2 until end of turn.

Elven Palisade
{G}
Enchantment
Sacrifice a forest: Target attacking creature gets -3/-0 until end of turn.

Elven Riders
{3}{G}{G}
Creature -- Elf
3/3
Elven Riders can't be blocked except by creatures with flying and/or Walls.

Elven Rite
{1}{G}
Sorcery
Distribute two +1/+1 counters among one or two target creatures.

Elven Warhounds
{3}{G}
Creature -- Hound
2/2
Whenever Elven Warhounds becomes blocked by a creature, put that creature on top of its owner's library.

Elves of Deep Shadow
{G}
Creature -- Elf
1/1
{T}: Add {B} to your mana pool. Elves of Deep Shadow deals 1 damage to you.

Elvish Aberration
{5}{G}
Creature -- Elf Mutant
4/5
{T}: Add {G}{G}{G} to your mana pool.
Forestcycling {2} ({2}, Discard this card from your hand: Search your library for a forest card, reveal it, and put it into your hand. Then shuffle your library.)

Elvish Archers
{1}{G}
Creature -- Elf

2/1
First strike

Elvish Bard
{3}{G}{G}
Creature -- Elf
2/4
All creatures able to block Elvish Bard do so.

Elvish Berserker
{G}
Creature -- Elf
1/1
Whenever Elvish Berserker becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Elvish Champion
{1}{G}{G}
Creature -- Lord
2/2
All Elves get +1/+1 and have forestwalk. #(They're unblockable as long as defending player controls a forest.)#

Elvish Farmer
{1}{G}
Creature -- Elf
0/2
At the beginning of your upkeep, put a spore counter on Elvish Farmer.
Remove three spore counters from Elvish Farmer: Put a 1/1 green Saproling creature token into play.
Sacrifice a Saproling: You gain 2 life.

Elvish Fury
{G}
Instant
Buyback {4} #(If you pay an additional #{4}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Target creature gets +2/+2 until end of turn.

Elvish Guidance
{2}{G}
Enchant Land
Whenever enchanted land is tapped for mana, its controller adds {G} to his or her mana pool for each Elf in play.

Elvish Healer
{2}{W}
Creature -- Cleric
1/2
{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn. If that creature is green, prevent the next 2 damage instead.

Elvish Herder
{G}
Creature -- Elf
1/1
{G}: Target creature gains trample until end of turn.

Elvish Hunter
{1}{G}
Creature -- Elf
1/1
{1}{G}, {T}: Target creature doesn't untap during its controller's next untap step.

Elvish Lookout
{G}
Creature -- Elf
1/1
Elvish Lookout can't be the target of spells or abilities.

Elvish Lyrist
{G}
Creature -- Elf
1/1
{G}, {T}, Sacrifice Elvish Lyrist: Destroy target enchantment.

Elvish Pathcutter
{3}{G}
Creature -- Elf
1/2
{2}{G}: Target Elf gains forestwalk until end of turn.

Elvish Pioneer
{G}
Creature -- Elf Druid
1/1
When Elvish Pioneer comes into play, you may put a basic land card from your hand into play tapped.

Elvish Piper
{3}{G}
Creature -- Elf
1/1
{G}, {T}: Put a creature card from your hand into play.

Elvish Ranger
{2}{G}
Creature -- Elf
4/1

Elvish Scout
{G}
Creature -- Elf
1/1
{G}, {T}: Untap target attacking creature you control. Prevent all combat damage that would be dealt to or dealt by it this turn.

Elvish Scrapper
{G}
Creature -- Elf
1/1
{G}, {T}, Sacrifice Elvish Scrapper: Destroy target artifact.

Elvish Soultiller
{3}{G}{G}
Creature -- Elf Mutant
5/4
When Elvish Soultiller is put into a graveyard from play, choose a creature type. Shuffle all creature cards of that type from your graveyard into your library.

Elvish Spirit Guide
{2}{G}
Creature -- Spirit
2/2
Remove Elvish Spirit Guide from the game: Add {G} to your mana pool. Play this ability only if Elvish Spirit Guide is in your hand.

Elvish Vanguard
{1}{G}
Creature -- Elf
1/1
Whenever another Elf comes into play, put a +1/+1 counter on Elvish Vanguard.

Elvish Warrior
{G}{G}
Creature -- Elf
2/3

Embalmed Brawler
{2}{B}
Creature -- Zombie
2/2
Amplify 1 (As this card comes into play, put a +1/+1 counter on it for each Zombie card you reveal in your hand.)
Whenever Embalmed Brawler attacks or blocks, you lose 1 life for each +1/+1 counter on it.

Embargo
{3}{U}
Enchantment
Nonland permanents don't untap during their controllers' untap steps.
At the beginning of your upkeep, you lose 2 life.

Ember Beast
{2}{R}
Creature -- Beast
3/4
Ember Beast can't attack or block alone.

Ember Shot
{6}{R}
Instant
Ember Shot deals 3 damage to target creature or player.
Draw a card.

Embermage Goblin
{3}{R}
Creature -- Goblin Wizard
1/1
When Embermage Goblin comes into play, you may search your library for a card named Embermage Goblin, reveal it, and put it into your hand. If you do, shuffle your library.
{T}: Embermage Goblin deals 1 damage to target creature or player.

Emberwilde Caliph
{2}{U}{R}
Creature -- Djinn
4/4
Flying, trample
Emberwilde Caliph attacks each turn if able.
Whenever Emberwilde Caliph deals damage, you lose that much life.

Emberwilde Djinn
{2}{R}{R}
Creature -- Djinn
5/4
Flying
At the beginning of each player's upkeep, that player may pay {R}{R} or 2 life. If he or she does, the player gains control of Emberwilde Djinn.

Emblazoned Golem
{2}
Artifact Creature -- Golem
1/2
Kicker {X} #(You may pay an additional #{X}# as you play this spell.)#
Spend only colored mana on X. No more than one mana of each color may be spent this way.
If you paid the kicker cost, Emblazoned Golem comes into play with X +1/+1 counters on it.

Embolden
{2}{W}
Instant
Prevent the next 4 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.
Flashback {1}{W} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Emerald Charm
{G}
Instant
Choose one -- Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Emerald Dragonfly
{1}{G}
Creature -- Dragonfly
1/1
Flying
{G}{G}: Emerald Dragonfly gains first strike until end of turn.

Emerald Medallion
{2}
Artifact
Green spells you play cost {1} less to play.

Emmessi Tome
{4}
Artifact
{5}, {T}: Draw two cards, then discard a card from your hand.

Emperor Crocodile
{3}{G}
Creature -- Crocodile
5/5
When you control no other creatures, sacrifice Emperor Crocodile.

Empress Galina
{3}{U}{U}
Creature -- Legend
1/3
{U}{U}, {T}: Gain control of target Legend or legendary permanent. #(This effect doesn't end at end of turn.)#

Empyrial Armor
{1}{W}{W}
Enchant Creature
Enchanted creature gets +X/+X, where X is the number of cards in your hand.

Enchanted Being
{1}{W}{W}
Creature -- Being
2/2
Prevent all combat damage that would be dealt to Enchanted Being by enchanted

creatures.

Enchantment Alteration
{U}
Instant
Move target enchantment enchanting a creature or land to another permanent of that type.

Enchantress's Presence
{2}{G}
Enchantment
Whenever you play an enchantment spell, draw a card.

Encroach
{B}
Sorcery
Target player reveals his or her hand. Choose a nonbasic land card from it. That player discards that card.

Endangered Armodon
{2}{G}{G}
Creature -- Elephant
4/5
When you control a creature with toughness 2 or less, sacrifice Endangered Armodon.

Endbringer's Revel
{2}{B}
Enchantment
{4}: Return target creature card from a graveyard to its owner's hand. Any player may play this ability but only any time he or she could play a sorcery.

Endemic Plague
{3}{B}
Sorcery
As an additional cost to play Endemic Plague, sacrifice a creature.
Destroy all creatures that share a creature type with the sacrificed creature. They can't be regenerated.

Endless Scream
{X}{B}
Enchant Creature
Endless Scream comes into play with X scream counters on it.
Enchanted creature gets +1/+0 for each scream counter on Endless Scream.

Endless Wurm
{3}{G}{G}
Creature -- Wurm
9/9
Trample
At the beginning of your upkeep, sacrifice Endless Wurm unless you sacrifice an enchantment.

Endoskeleton
{2}
Artifact
You may choose not to untap Endoskeleton during your untap step.
{2}, {T}: Target creature gets +0/+3 as long as Endoskeleton remains tapped.

Enduring Renewal
{2}{W}{W}
Enchantment
Play with your hand revealed.
If you would draw a card, reveal it instead. If it's a creature card, put it

into your graveyard. Otherwise draw it.
If a creature would be put into your graveyard from play, put that creature into your hand instead.

Energizer
{4}
Artifact Creature
2/2
{2}, {T}: Put a +1/+1 counter on Energizer.

Energy Arc
{W}{U}
Instant
Untap any number of target creatures. Prevent all combat damage that would be dealt by and dealt to those creatures this turn.

Energy Bolt
{X}{R}{W}
Sorcery
Choose one -- Energy Bolt deals X damage to target player; or target player gains X life.

Energy Field
{1}{U}
Enchantment
Prevent all damage that would be dealt to you by sources you don't control.
When a card is put into your graveyard, sacrifice Energy Field.

Energy Flux
{2}{U}
Enchantment
All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}."

Energy Storm
{1}{W}
Enchantment
Cumulative upkeep {1}
Prevent all damage that would be dealt by instant and sorcery spells.
Creatures with flying don't untap during their controller's untap step.

Energy Tap
{U}
Sorcery
Tap target untapped creature you control. If you do, add an amount of colorless mana equal to its converted mana cost to your mana pool.

Energy Vortex
{3}{U}{U}
Enchantment
As Energy Vortex comes into play, choose an opponent.
At the beginning of your upkeep, remove all energy counters from Energy Vortex.
At the beginning of the chosen player's upkeep, Energy Vortex deals 3 damage to that player unless he or she pays {1} for each energy counter on Energy Vortex.
{X}: Put X energy counters on Energy Vortex. Play this ability only during your upkeep.

Enervate
{1}{U}
Instant
Tap target artifact, creature, or land.
Draw a card at the beginning of the next turn's upkeep.

Enfeeblement

{B}{B}
Enchant Creature
Enchanted creature gets -2/-2.

Engineered Plague
{2}{B}
Enchantment
As Engineered Plague comes into play, choose a creature type.
All creatures of the chosen type get -1/-1.

Engulfing Flames
{R}
Instant
Engulfing Flames deals 1 damage to target creature. It can't be regenerated this turn.
Flashback {3}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Enlightened Tutor
{W}
Instant
Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

Enlistment Officer
{3}{W}
Creature -- Soldier
2/3
First strike
When Enlistment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library.

Enormous Baloth
{6}{G}
Creature -- Beast
7/7

Enrage
{X}{R}
Instant
Target creature gets +X/+0 until end of turn.

Enraging Licid
{1}{R}
Creature -- Licid
1/1
{R}, {T}: Enraging Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature has haste" and "{R}: End the effect that created this ability."

Enslaved Dwarf
{R}
Creature -- Dwarf
1/1
{R}, Sacrifice Enslaved Dwarf: Target black creature gets +1/+0 and gains first strike until end of turn.

Enslaved Horror
{3}{B}
Creature -- Horror
4/4
When Enslaved Horror comes into play, each other player may return a creature card from his or her graveyard to play.

Enslaved Scout
{2}{R}
Creature -- Goblin
2/2
{2}: Enslaved Scout gains mountainwalk until end of turn. #(This creature is unblockable as long as defending player controls a mountain.)#

Ensnare
{3}{U}
Instant
You may return two islands you control to their owner's hand rather than pay Ensnare's mana cost.
Tap all creatures.

Ensnaring Bridge
{3}
Artifact
Creatures with power greater than the number of cards in your hand can't attack.

Entangler
{2}{W}{W}
Enchant Creature
Enchanted creature may block any number of creatures.

Entomb
{B}
Instant
Search your library for a card and put that card into your graveyard. Then shuffle your library.

Entrails Feaster
{B}
Creature -- Zombie Cat
1/1
At the beginning of your upkeep, you may remove a creature card in a graveyard from the game. If you do, put a +1/+1 counter on Entrails Feaster. If you don't, tap Entrails Feaster.

Entropic Specter
{3}{B}{B}
Creature -- Spirit
/
Flying
As Entropic Specter comes into play, choose an opponent.
Entropic Specter's power and toughness are each equal to the number of cards in the chosen player's hand.
Whenever Entropic Specter deals damage to a player, that player discards a card from his or her hand.

Envelop
{U}
Instant
Counter target sorcery spell.

Ephemeron
{4}{U}{U}
Creature -- Illusion
4/4
Flying
Discard a card from your hand: Return Ephemeron to its owner's hand.

Epic Struggle
{2}{G}{G}

Enchantment
At the beginning of your upkeep, if you control twenty or more creatures, you win the game.

Epicenter
{4}{R}
Sorcery
Target player sacrifices a land.
Threshold -- All players sacrifice all lands instead. #(You have threshold if seven or more cards are in your graveyard.)#

Equal Treatment
{1}{W}
Instant
If any source would deal 1 or more damage to a creature or player this turn, it deals 2 damage to that creature or player instead.
Draw a card.

Equilibrium
{1}{U}{U}
Enchantment
Whenever you play a creature spell, you may pay {1}. If you do, return target creature to its owner's hand.

Equinox
{W}
Enchant Land
Enchanted land has "{T}: Counter target spell if it would destroy a land you control."

Equipoise
{2}{W}
Enchantment
At the beginning of your upkeep, for each artifact target player controls in excess of the number you control, choose an artifact he or she controls. Repeat this process for creatures and lands. The chosen permanents phase out.

Eradicate
{2}{B}{B}
Sorcery
Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that creature and remove them from the game. That player then shuffles his or her library.

Erase
{W}
Instant
Remove target enchantment from the game.

Erg Raiders
{1}{B}
Creature -- Raider
2/3
At the end of your turn, if Erg Raiders didn't attack this turn, Erg Raiders deals 2 damage to you unless it came under your control this turn.

Erhnam Djinn
{3}{G}
Creature -- Djinn
4/5
At the beginning of your upkeep, target non-Wall creature an opponent controls gains forestwalk until your next upkeep.

Erithizon

{2}{G}{G}
Creature -- Beast
4/4
Whenever Erithizon attacks, put a +1/+1 counter on target creature of defending player's choice.

Eron the Relentless
{3}{R}{R}
Creature -- Legend
5/2
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
{R}{R}{R}: Regenerate Eron the Relentless.

Erosion
{U}{U}{U}
Enchant Land
At the beginning of the upkeep of enchanted land's controller, destroy enchanted land unless that player pays {1} or 1 life.

Errand of Duty
{1}{W}
Instant
Put a 1/1 white Knight creature token with banding into play.

Errant Minion
{2}{U}
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, that player may pay {1} or {2}. Errant Minion deals damage to that player equal to 2 minus the amount of mana paid this way.

Errantry
{1}{R}
Enchant Creature
Enchanted creature gets +3/+0 and can only attack alone.

Erratic Explosion
{2}{R}
Sorcery
Choose target creature or player. Reveal cards from the top of your library until you reveal a nonland card. Erratic Explosion deals damage equal to that card's converted mana cost to that creature or player. Put the revealed cards on the bottom of your library in any order.

Erratic Portal
{4}
Artifact
{1}, {T}: Return target creature to its owner's hand unless its controller pays {1}.

Ersatz Gnomes
{3}
Artifact Creature -- Gnome
1/1
{T}: Target spell is colorless.
{T}: Target permanent becomes colorless until end of turn.

Ertai, the Corrupted
{2}{W}{U}{B}
Creature -- Wizard Legend
3/4
{U}, {T}, Sacrifice a creature or enchantment: Counter target spell.

Ertai, Wizard Adept
{2}{U}
Creature -- Wizard Legend
1/1
{2}{U}{U}, {T}: Counter target spell.

Ertai's Familiar
{1}{U}
Creature -- Illusion
2/2
Phasing
When Ertai's Familiar leaves play, put the top three cards of your library into your graveyard.
{U}: Until your next upkeep, Ertai's Familiar can't phase out.

Ertai's Meddling
{X}{U}
Instant
X can't be 0.
The next time target spell would resolve, instead its controller removes it from the game, then puts X delay counters on it.
As long as that card is removed from the game, remove a delay counter from it at the beginning of that player's upkeep. If the card has no delay counters on it, he or she puts it onto the stack as a copy of the original spell.

Ertai's Trickery
{U}
Instant
Counter target spell if a kicker cost was paid for it.

Escape Artist
{1}{U}
Creature -- Wizard
1/1
Escape Artist is unblockable.
{U}, Discard a card from your hand: Return Escape Artist to its owner's hand.

Escape Routes
{2}{U}
Enchantment
{2}{U}: Return target white or black creature you control to its owner's hand.

Escaped Shapeshifter
{3}{U}{U}
Creature -- Shapeshifter
3/4
As long as an opponent controls a creature with flying other than an Escaped Shapeshifter, Escaped Shapeshifter has flying. The same is true for first strike, trample, and protection from any color.

Essence Bottle
{2}
Artifact
{3}, {T}: Put an elixir counter on Essence Bottle.
{T}, Remove all elixir counters from Essence Bottle: You gain 2 life for each elixir counter removed this way.

Essence Filter
{1}{G}{G}
Sorcery
Choose one -- Destroy all enchantments; or destroy all nonwhite enchantments.

Essence Flare
{U}

Enchant Creature
Enchanted creature gets +2/+0.
At the beginning of the upkeep of enchanted creature's controller, put a -0/-1 counter on enchanted creature.

Essence Fracture
{3}{U}{U}
Sorcery
Return two target creatures to their owners' hands.
Cycling {2}{U} ({2}{U}, Discard this card from your hand: Draw a card.)

Essence Leak
{U}
Enchant Permanent
If enchanted permanent is red or green, it has "At the beginning of your upkeep, sacrifice this permanent unless you pay its mana cost."

Essence Sliver
{3}{W}
Creature -- Sliver
3/3
Whenever a Sliver deals damage, its controller gains that much life.

Essence Vortex
{1}{U}{B}
Instant
Destroy target creature unless its controller pays life equal to its toughness. If destroyed this way, the creature can't be regenerated.

Eternal Dragon
{5}{W}{W}
Creature -- Dragon Spirit
5/5
Flying
{3}{W}{W}: Return Eternal Dragon from your graveyard to your hand. Play this ability only during your upkeep.
Plainscycling {2} ({2}, Discard this card from your hand: Search your library for a plains card, reveal it, and put it into your hand. Then shuffle your library.)

Eternal Flame
{2}{R}{R}
Sorcery
Eternal Flame deals X damage to target opponent, where X is the number of mountains you control. It deals half X damage, rounded up, to you.

Eternal Warrior
{R}
Enchant Creature
Attacking doesn't cause enchanted creature to tap.

Ether Well
{3}{U}
Instant
Put target creature on top of its owner's library. If that creature is red, you may put it on the bottom of its owner's library instead.

Ethereal Champion
{2}{W}{W}{W}
Creature -- Avatar
3/4
Pay 1 life: Prevent the next 1 damage that would be dealt to Ethereal Champion this turn.

Eureka
{2}{G}{G}
Sorcery
Starting with you, players take turns putting an artifact, creature, enchantment, or land card from their hands into play until no one wants to put another card into play.

Evacuation
{3}{U}{U}
Instant
Return all creatures to their owners' hands.

Evaporate
{2}{R}
Sorcery
Evaporate deals 1 damage to each creature that's white or blue.

Evasive Action
{1}{U}
Instant
Counter target spell unless its controller pays {1} for each basic land type among lands you control.

Everglades
Land
If Everglades would come into play, return an untapped swamp you control to its owner's hand instead. If you do, put Everglades into play tapped. If you don't, put it into its owner's graveyard.
{T}: Add {B} and one colorless mana to your mana pool.

Everglove Courier
{2}{G}
Creature -- Elf
2/1
You may choose not to untap Everglove Courier during your untap step.
{2}{G}, {T}: As long as Everglove Courier remains tapped, target Elf gets +2/+2 and has trample.

Evil Eye of Orms-by-Gore
{4}{B}
Creature -- Horror
3/6
Evil Eye of Orms-by-Gore can't be blocked except by Walls.
Except for creatures named Evil Eye of Orms-by-Gore, creatures you control can't attack.

Evil Presence
{B}
Enchant Land
Enchanted land is a swamp.

Evincar's Justice
{2}{B}{B}
Sorcery
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Evincar's Justice deals 2 damage to each creature and each player.

Eviscerator
{3}{B}{B}
Creature -- Horror
5/5
Protection from white
When Eviscerator comes into play, you lose 5 life.

Exalted Angel
{4}{W}{W}
Creature -- Angel
4/5
Flying
Whenever Exalted Angel deals damage, you gain that much life.
Morph {2}{W}{W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Exalted Dragon
{4}{W}{W}
Creature -- Dragon
5/5
Flying
Each turn, Exalted Dragon can't attack unless you sacrifice a land. #(This cost is paid as you declare attackers.)#

Excavation
{1}{U}
Enchantment
{1}, Sacrifice a land: Draw a card. Any player may play this ability.

Excavator
{2}
Artifact
{T}, Sacrifice a basic land: Target creature gains landwalk for the type of land sacrificed this way until end of turn. #(This creature is unblockable as long as defending player controls a land of that type.)#

Excise
{X}{W}
Instant
Remove target attacking creature from the game unless its controller pays {X}.

Exclude
{2}{U}
Instant
Counter target creature spell.
Draw a card.

Execute
{2}{B}
Instant
Destroy target white creature. It can't be regenerated.
Draw a card.

Exhaustion
{2}{U}
Sorcery
Creatures and lands target opponent controls don't untap during his or her next untap step.

Exhume
{1}{B}
Sorcery
Each player puts a creature card from his or her graveyard into play.

Exile
{2}{W}
Instant
Remove target nonwhite attacking creature from the game. You gain life equal to its toughness.

Exiled Doomsayer
{1}{W}
Creature -- Cleric
1/2
All morph costs cost {2} more. (This doesn't affect the cost to play creatures face down.)

Exorcist
{W}{W}
Creature -- Exorcist
1/1
{1}{W}, {T}: Destroy target black creature.

Exoskeletal Armor
{1}{G}
Enchant Creature
Enchanted creature gets +X/+X, where X is the number of creature cards in all graveyards.

Exotic Curse
{2}{B}
Enchant Creature
Enchanted creature gets -1/-1 for each basic land type among lands you control.

Exotic Disease
{4}{B}
Sorcery
Target player loses X life and you gain X life, where X is the number of basic land types among lands you control.

Expendable Troops
{1}{W}
Creature -- Soldier
2/1
{T}, Sacrifice Expendable Troops: Expendable Troops deals 2 damage to target attacking or blocking creature.

Exploration
{G}
Enchantment
You may play an additional land each of your turns.

Explosive Growth
{G}
Instant
Kicker {5} #(You may pay an additional #{5}# as you play this spell.)#
Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.

Explosive Vegetation
{3}{G}
Sorcery
Search your library for up to two basic land cards and put them into play tapped. Then shuffle your library.

Expunge
{2}{B}
Instant
Destroy target nonartifact, nonblack creature. It can't be regenerated.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Extinction
{4}{B}
Sorcery

Destroy all creatures of the creature type of your choice.

Extortion
{3}{B}{B}
Sorcery
Look at target player's hand and choose up to two cards from it. That player discards those cards.

Extra Arms
{4}{R}
Enchant Creature
Whenever enchanted creature attacks, it deals 2 damage to target creature or player.

Extract
{U}
Sorcery
Search target player's library for a card and remove that card from the game. Then that player shuffles his or her library.

Extravagant Spirit
{3}{U}
Creature -- Spirit
4/4
Flying
At the beginning of your upkeep, sacrifice Extravagant Spirit unless you pay {1} for each card in your hand.

Extruder
{4}
Artifact Creature
4/3
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
Sacrifice an artifact: Put a +1/+1 counter on target creature.

Eye for an Eye
{W}{W}
Instant
Eye for an Eye deals X damage to the controller of the source of your choice that dealt damage to you this turn, where X is the damage dealt to you by that source this turn.

Eye of Ramos
{3}
Artifact
{T}: Add one blue mana to your mana pool.
Sacrifice Eye of Ramos: Add one blue mana to your mana pool.

Eye of Singularity
{3}{W}
Enchant World
When Eye of Singularity comes into play, destroy each permanent with the same name as another permanent, except for basic lands. They can't be regenerated. Whenever a permanent other than a basic land comes into play, destroy all other permanents with that name. They can't be regenerated.

Eye of Yawgmoth
{3}
Artifact
{3}, {T}, Sacrifice a creature: Reveal cards from the top of your library equal to the sacrificed creature's power. Put one into your hand and remove the rest from the game.

Face of Fear
{5}{B}
Creature -- Horror
3/4
{2}{B}, Discard a card from your hand: Face of Fear gains fear until end of turn. #(It can't be blocked except by artifact creatures and/or black creatures.)#

Faceless Butcher
{2}{B}{B}
Creature -- Nightmare Horror
2/3
When Faceless Butcher comes into play, remove target creature other than Faceless Butcher from the game.
When Faceless Butcher leaves play, return the removed card to play under its owner's control.

Faces of the Past
{2}{U}
Enchantment
Whenever a creature is put into a graveyard from play, tap or untap all creatures that share a creature type with it.

Fact or Fiction
{3}{U}
Instant
Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

Fade Away
{2}{U}
Sorcery
For each creature, that creature's controller pays {1} or sacrifices a permanent.

Fade from Memory
{B}
Instant
Remove target card in a graveyard from the game.
Cycling {B} ({B}, Discard this card from your hand: Draw a card.)

Faerie Conclave
Land
Faerie Conclave comes into play tapped.
{T}: Add one blue mana to your mana pool.
{1}{U}: Faerie Conclave becomes a 2/1 blue creature with flying until end of turn. It's still a land.

Faerie Noble
{2}{G}
Creature -- Noble
1/2
Flying
Faeries you control get +0/+1.
{T}: Faeries you control get +1/+0 until end of turn.

Faerie Squadron
{U}
Creature -- Faerie
1/1
Kicker {3}{U} #(You may pay an additional #{3}{U}# as you play this spell.)#
If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and with flying.

Faith Healer
{1}{W}
Creature -- Cleric
1/1
Sacrifice an enchantment: You gain life equal to its converted mana cost.

Fallen Angel
{3}{B}{B}
Creature -- Angel
3/3
Flying
Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

Fallen Askari
{1}{B}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
Fallen Askari can't block.

Fallen Cleric
{4}{B}
Creature -- Zombie Cleric
4/2
Protection from Clerics
Morph {4}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Falling Star
{2}{R}
Sorcery
Flip Falling Star onto the playing area from a height of at least one foot. Falling Star deals 3 damage to each creature it lands on. Tap all creatures dealt damage by Falling Star. If Falling Star doesn't turn completely over at least once during the flip, it has no effect.

Falling Timber
{2}{G}
Instant
Kicker--Sacrifice a land. #(You may sacrifice a land in addition to any other costs as you play this spell.)#
Prevent all combat damage target creature would deal this turn. If you paid the kicker cost, prevent all combat damage another target creature would deal this turn.

Fallow Earth
{2}{G}
Sorcery
Put target land on top of its owner's library.

Fallow Wurm
{2}{G}
Creature -- Wurm
4/4
When Fallow Wurm comes into play, sacrifice it unless you discard a land card from your hand.

False Cure
{B}{B}
Instant
Until end of turn, whenever a player gains life, that player loses 2 life for each 1 life he or she gained.

False Dawn
{1}{W}
Sorcery
Until end of turn, spells and abilities you control that would add colored mana to your mana pool add that much white mana instead. Until end of turn, you may spend white mana as though it were mana of any color.
Draw a card.

False Demise
{2}{U}
Enchant Creature
When enchanted creature is put into a graveyard, return that creature to play under your control.

False Memories
{1}{U}
Instant
Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

False Orders
{R}
Instant
Play False Orders only during the declare blockers step.
Target creature defending player controls is removed from combat. Creatures that creature had been blocking this combat are considered unblocked if no other creatures are blocking them. You may have the creature block an attacking creature of your choice.

False Prophet
{2}{W}{W}
Creature -- Cleric
2/2
When False Prophet is put into a graveyard from play, remove all creatures from the game.

Falter
{1}{R}
Instant
Creatures without flying can't block this turn.

Familiar Ground
{2}{G}
Enchantment
Each creature you control can't be blocked by more than one creature.

Famished Ghoul
{3}{B}
Creature -- Zombie
3/2
{1}{B}, Sacrifice Famished Ghoul: Remove up to two target cards in a single graveyard from the game.

Fanatical Devotion
{2}{W}
Enchantment
Sacrifice a creature: Regenerate target creature.

Fanatical Fever
{2}{G}{G}
Instant
Target creature gets +3/+0 and gains trample until end of turn.

Fanning the Flames

{X}{R}{R}
Sorcery
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Fanning the Flames deals X damage to target creature or player.

Far Wanderings
{2}{G}
Sorcery
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.
Threshold -- Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. #(You have threshold if seven or more cards are in your graveyard.)#

Farmstead
{W}{W}{W}
Enchant Land
Enchanted land has "At the beginning of your upkeep, you may pay {W}{W}. If you do, you gain 1 life."

Farrelite Priest
{1}{W}{W}
Creature -- Cleric
1/3
{1}: Add {W} to your mana pool. If this ability is played four or more times this turn, sacrifice Farrelite Priest at end of turn.

Farrel's Mantle
{2}{W}
Enchant Creature
Enchanted creature has "Whenever this creature attacks and isn't blocked, you may have it deal X plus 2 damage to target creature, where X is this creature's power. If you do, this creature deals no combat damage this turn."

Farrel's Zealot
{1}{W}{W}
Creature -- Townsfolk
2/2
Whenever Farrel's Zealot attacks and isn't blocked, you may have it deal 3 damage to target creature. If you do, Farrel's Zealot deals no combat damage this turn.

Fastbond
{G}
Enchantment
You may play as many lands as you choose on your turn.
Whenever you play a land other than the first land of the turn, Fastbond deals 1 damage to you.

Fasting
{W}
Enchantment
At the beginning of your upkeep, put a hunger counter on Fasting. If Fasting has five or more hunger counters on it, sacrifice it. Otherwise, you may choose to skip your draw step this turn and gain 2 life.
When you draw a card, sacrifice Fasting.

Fatal Blow
{B}
Instant
Destroy target creature that was dealt damage this turn. It can't be regenerated.

Fatal Lore
{2}{B}{B}
Sorcery
An opponent chooses one -- You draw three cards; or you destroy up to two target creatures that opponent controls and that player draws up to three cards. Those creatures can't be regenerated.

Fatal Mutation
{B}
Enchant Creature
When enchanted creature is turned face up, destroy it. It can't be regenerated.

Fatigue
{1}{U}
Sorcery
Target player skips his or her next draw step.

Fault Line
{X}{R}{R}
Instant
Fault Line deals X damage to each creature without flying and each player.

Fault Riders
{2}{R}
Creature -- Soldier
2/2
Sacrifice a land: Fault Riders gets +2/+0 and gains first strike until end of turn. Play this ability only once each turn.

Favorable Destiny
{1}{W}
Enchant Creature
Enchanted creature gets +1/+2 as long as it's white.
Enchanted creature can't be the target of spells or abilities as long as its controller controls another creature.

Fear
{B}{B}
Enchant Creature
Enchanted creature has fear. #(It can't be blocked except by artifact creatures and/or black creatures.)#

Feast of the Unicorn
{3}{B}
Enchant Creature
Enchanted creature gets +4/+0.

Feast or Famine
{3}{B}
Instant
Choose one -- Put a 2/2 black Zombie creature token into play; or destroy target nonblack, nonartifact creature and it can't be regenerated.

Fecundity
{2}{G}
Enchantment
Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.

Feedback
{2}{U}
Enchant Enchantment
At the beginning of the upkeep of enchanted enchantment's controller, Feedback deals 1 damage to that player.

Feeding Frenzy
{2}{B}
Instant
Target creature gets -X/-X until end of turn, where X is the number of Zombies in play.

Feint
{R}
Instant
Tap all creatures blocking target attacking creature. Prevent all combat damage this turn that would be dealt by that creature and all creatures blocking it.

Feldon's Cane
{1}
Artifact
{T}, Remove Feldon's Cane from the game: Shuffle your graveyard into your library.

Fellwar Stone
{2}
Artifact
{T}: Add to your mana pool one mana of any color and type that a land an opponent controls could produce.

Femeref Archers
{2}{G}
Creature -- Soldier
2/2
{T}: Femeref Archers deals 4 damage to target attacking creature with flying.

Femeref Enchantress
{G}{W}
Creature -- Enchantress
1/2
Whenever an enchantment is put into a graveyard from play, draw a card.

Femeref Healer
{1}{W}
Creature -- Cleric
1/1
{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Femeref Knight
{2}{W}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{W}: Attacking doesn't cause Femeref Knight to tap this turn.

Femeref Scouts
{2}{W}
Creature -- Soldier
1/4

Fen Stalker
{3}{B}
Creature -- Nightstalker
3/2
Fen Stalker has fear as long as you control no untapped lands. #(It can't be blocked except by artifact creatures and/or black creatures.)#

Fend Off
{1}{W}
Instant
Prevent all combat damage that would be dealt by target creature this turn.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Feral Instinct
{1}{G}
Instant
Target creature gets +1/+1 until end of turn.
Draw a card at the beginning of the next turn's upkeep.

Feral Shadow
{2}{B}
Creature -- Nightstalker
2/1
Flying

Feral Thallid
{3}{G}{G}{G}
Creature -- Fungus
6/3
At the beginning of your upkeep, put a spore counter on Feral Thallid.
Remove three spore counters from Feral Thallid: Regenerate Feral Thallid.

Feral Throwback
{4}{G}{G}
Creature -- Beast
3/3
Amplify 2 (As this card comes into play, put two +1/+1 counters on it for each Beast card you reveal in your hand.)
Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Ferocity
{1}{G}
Enchant Creature
Whenever enchanted creature blocks or becomes blocked, you may put a +1/+1 counter on it.

Feroz's Ban
{6}
Artifact
Creature spells cost {2} more to play.

Fertile Ground
{1}{G}
Enchant Land
Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.

Fervent Charge
{1}{W}{B}{R}
Enchantment
Whenever a creature you control attacks, it gets +2/+2 until end of turn.

Fervent Denial
{3}{U}{U}
Instant
Counter target spell.
Flashback {5}{U}{U} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Fervor

{2}{R}
Enchantment
Creatures you control have haste. #(They may attack and #{T}# the turn they come under your control.)#

Festering Evil
{3}{B}{B}
Enchantment
At the beginning of your upkeep, Festering Evil deals 1 damage to each creature and each player.
{B}{B}, Sacrifice Festering Evil: Festering Evil deals 3 damage to each creature and each player.

Festering Goblin
{B}
Creature -- Zombie Goblin
1/1
When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

Festering Wound
{1}{B}
Enchant Creature
At the beginning of your upkeep, you may put an infection counter on Festering Wound.
At the beginning of the upkeep of enchanted creature's controller, Festering Wound deals X damage to that player, where X is the number of infection counters on Festering Wound.

Festival
{W}
Instant
Play only during an opponent's upkeep.
That player skips all combat phases this turn.

Fetid Horror
{3}{B}
Creature -- Shade
1/2
{B}: Fetid Horror gets +1/+1 until end of turn.

Fever Charm
{R}
Instant
Choose one -- Target creature gains haste until end of turn; or target creature gets +2/+0 until end of turn; or Fever Charm deals 3 damage to target Wizard.

Fevered Convulsions
{B}{B}
Enchantment
{2}{B}{B}: Put a -1/-1 counter on target creature.

Fevered Strength
{2}{B}
Instant
Target creature gets +2/+0 until end of turn.
Draw a card at the beginning of the next turn's upkeep.

Fickle Efreet
{3}{R}
Creature -- Efreet
5/2
Whenever Fickle Efreet attacks or blocks, flip a coin at end of combat. If you lose the flip, an opponent gains control of Fickle Efreet.

Field of Dreams
{U}
Enchant World
Players play with the top card of their libraries revealed.

Field of Souls
{2}{W}{W}
Enchantment
Whenever a nontoken creature is put into your graveyard from play, put a 1/1 white Essence creature token with flying into play.

Field Surgeon
{1}{W}
Creature -- Cleric
1/1
Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn.

Fierce Empath
{2}{G}
Creature -- Elf
1/1
When Fierce Empath comes into play, you may search your library for a creature card with converted mana cost 6 or more, reveal it, and put it into your hand. Then shuffle your library.

Fiery Justice
{G}{W}{R}
Sorcery
Fiery Justice deals 5 damage divided as you choose among any number of target creatures and/or players. An opponent gains 5 life.

Fiery Mantle
{1}{R}
Enchant Creature
When Fiery Mantle is put into a graveyard from play, return Fiery Mantle to its owner's hand.
{R}: Enchanted creature gets +1/+0 until end of turn.

Fiery Temper
{1}{R}{R}
Instant
Fiery Temper deals 3 damage to target creature or player.
Madness {R} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Fight or Flight
{3}{W}
Enchantment
At the beginning of each opponent's combat phase, separate all creatures that player controls into two piles. Only creatures in the pile of his or her choice may attack this turn.

Fighting Chance
{R}
Instant
For each blocking creature, flip a coin. If you win the flip, prevent all combat damage that would be dealt by that creature this turn.

Fighting Drake
{2}{U}{U}
Creature -- Drake
2/4

Flying

Filth
{3}{B}
Creature -- Incarnation
2/2
Swampwalk
As long as Filth is in your graveyard and you control a swamp, creatures you control have swampwalk.

Filthy Cur
{1}{B}
Creature -- Hound
2/2
Whenever Filthy Cur is dealt damage, you lose that much life.

Final Fortune
{R}{R}
Instant
Take an extra turn after this one. At the end of that turn, you lose the game.

Final Punishment
{3}{B}{B}
Sorcery
Target player loses life equal to the damage already dealt to him or her this turn.

Fire // Ice
{1}{R} // {1}{U}
Instant // Instant
Fire deals 2 damage divided as you choose among any number of target creatures and/or players. // Tap target permanent. Draw a card.

Fire and Brimstone
{3}{W}{W}
Instant
Fire and Brimstone deals 4 damage to target player who declared an attacking creature this turn and 4 damage to you.

Fire Ants
{2}{R}
Creature -- Insect
2/1
{T}: Fire Ants deals 1 damage to each other creature without flying.

Fire Covenant
{1}{B}{R}
Instant
As an additional cost to play Fire Covenant, pay X life.
Fire Covenant deals X damage divided as you choose among any number of target creatures.

Fire Diamond
{2}
Artifact
Fire Diamond comes into play tapped.
{T}: Add {R} to your mana pool.

Fire Drake
{1}{R}{R}
Creature -- Drake
1/2
Flying
{R}: Fire Drake gets +1/+0 until end of turn. Play this ability no more than

once each turn.

Fire Elemental
{3}{R}{R}
Creature -- Elemental
5/4

Fire Sprites
{1}{G}
Creature -- Faerie
1/1
Flying
{G}, {T}: Add {R} to your mana pool.

Fire Whip
{1}{R}
Enchant Creature
Fire Whip can enchant only a creature you control.
Enchanted creature has "{T}: This creature deals 1 damage to target creature or player."
Sacrifice Fire Whip: Fire Whip deals 1 damage to target creature or player.

Fireball
{X}{Y}{R}
Sorcery
Fireball deals X damage divided evenly, rounded down, among Y plus one target creatures and/or players.

Fireblast
{4}{R}{R}
Instant
You may sacrifice two mountains rather than pay Fireblast's mana cost.
Fireblast deals 4 damage to target creature or player.

Firebolt
{R}
Sorcery
Firebolt deals 2 damage to target creature or player.
Flashback {4}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Firebrand Ranger
{1}{R}
Creature -- Soldier
2/1
{G}, {T}: Put a basic land card from your hand into play.

Firebreathing
{R}
Enchant Creature
{R}: Enchanted creature gets +1/+0 until end of turn.

Firecat Blitz
{X}{R}{R}
Sorcery
Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn.
Flashback--{R}{R}, Sacrifice X mountains. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Firefly
{3}{R}
Creature -- Insect
1/1

Flying
{R}: Firefly gets +1/+0 until end of turn.

Fires of Yavimaya
{1}{R}{G}
Enchantment
Creatures you control have haste. #(They may attack and #{T}# the turn they come under your control.)#
Sacrifice Fires of Yavimaya: Target creature gets +2/+2 until end of turn.

Firescreamer
{3}{B}
Creature -- Kavu
2/2
{R}: Firescreamer gets +1/+0 until end of turn.

Fireslinger
{1}{R}
Creature -- Wizard
1/1
{T}: Fireslinger deals 1 damage to target creature or player and 1 damage to you.

Firestorm
{R}
Instant
As an additional cost to play Firestorm, discard X cards from your hand.
Firestorm deals X damage to each of X target creatures and/or players.

Firestorm Hellkite
{4}{U}{R}
Creature -- Dragon
6/6
Flying, trample
Cumulative upkeep {U}{R}

Firestorm Phoenix
{4}{R}{R}
Creature -- Phoenix
3/2
Flying
If Firestorm Phoenix would be put into a graveyard from play, return Firestorm Phoenix to its owner's hand instead. It can't be played again until its owner's next turn.

Fishliver Oil
{1}{U}
Enchant Creature
Enchanted creature has islandwalk. #(It's unblockable as long as defending player controls an island.)#

Fissure
{3}{R}{R}
Instant
Destroy target creature or land. It can't be regenerated.

Fit of Rage
{1}{R}
Sorcery
Target creature gets +3/+3 and gains first strike until end of turn.

Flailing Drake
{3}{G}
Creature -- Drake

2/3
Flying
When Flailing Drake blocks or becomes blocked by a creature, that creature gets +1/+1 until end of turn.

Flailing Manticore
{3}{R}
Creature -- Monster
3/3
Flying, first strike
{1}: Flailing Manticore gets +1/+1 until end of turn. Any player may play this ability.
{1}: Flailing Manticore gets -1/-1 until end of turn. Any player may play this ability.

Flailing Ogre
{2}{R}
Creature -- Ogre
3/3
{1}: Flailing Ogre gets +1/+1 until end of turn. Any player may play this ability.
{1}: Flailing Ogre gets -1/-1 until end of turn. Any player may play this ability.

Flailing Soldier
{R}
Creature -- Soldier
2/2
{1}: Flailing Soldier gets +1/+1 until end of turn. Any player may play this ability.
{1}: Flailing Soldier gets -1/-1 until end of turn. Any player may play this ability.

Flame Burst
{1}{R}
Instant
Flame Burst deals X damage to target creature or player, where X is 2 plus the number of cards named Flame Burst in all graveyards.

Flame Elemental
{2}{R}{R}
Creature -- Elemental
3/2
{R}, {T}, Sacrifice Flame Elemental: Flame Elemental deals damage equal to its power to target creature.

Flame Jet
{1}{R}
Sorcery
Flame Jet deals 3 damage to target player.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Flame Rift
{1}{R}
Sorcery
Flame Rift deals 4 damage to each player.

Flame Spirit
{4}{R}
Creature -- Spirit
2/3
{R}: Flame Spirit gets +1/+0 until end of turn.

Flame Wave

{3}{R}{R}{R}{R}
Sorcery
Flame Wave deals 4 damage to target player and each creature he or she controls.

Flameshot
{3}{R}
Sorcery
You may discard a mountain card from your hand rather than pay Flameshot's mana cost.
Flameshot deals 3 damage divided as you choose among any number of target creatures.

Flamestick Courier
{2}{R}
Creature -- Goblin
2/1
You may choose not to untap Flamestick Courier during your untap step.
{2}{R}, {T}: As long as Flamestick Courier remains tapped, target Goblin gets +2/+2 and has haste.

Flametongue Kavu
{3}{R}
Creature -- Kavu
4/2
When Flametongue Kavu comes into play, it deals 4 damage to target creature.

Flamewave Invoker
{2}{R}
Creature -- Goblin Mutant
2/2
{7}{R}: Flamewave Invoker deals 5 damage to target player.

Flaming Gambit
{X}{R}
Instant
Flaming Gambit deals X damage to target player. That player may choose a creature he or she controls and have Flaming Gambit deal that damage to it instead.
Flashback {X}{R}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Flaming Sword
{1}{R}
Enchant Creature
You may play Flaming Sword any time you could play an instant.
Enchanted creature gets +1/+0 and has first strike.

Flare
{2}{R}
Instant
Flare deals 1 damage to target creature or player.
Draw a card at the beginning of the next turn's upkeep.

Flaring Pain
{1}{R}
Instant
Damage can't be prevented this turn.
Flashback {R} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Flash
{1}{U}
Instant
Choose a creature card in your hand. You may pay its mana cost reduced by up to

{2}. If you do, put that card into play. If you don't, put that card into your graveyard.

Flash Counter
{1}{U}
Instant
Counter target instant spell.

Flash Flood
{U}
Instant
Choose one -- Destroy target red permanent; or return target mountain to its owner's hand.

Flash of Defiance
{1}{R}
Sorcery
Players can't block with green and/or white creatures this turn.
Flashback--{1}{R}, Pay 3 life. #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Flash of Insight
{X}{1}{U}
Instant
Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library.
Flashback--{1}{U}, Remove X blue cards in your graveyard from the game. (You can't remove Flash of Insight to pay for its own flashback cost.)

Flashfires
{3}{R}
Sorcery
Destroy all plains.

Flay
{3}{B}
Sorcery
Target player discards a card at random from his or her hand. Then that player discards another card at random from his or her hand unless he or she pays {1}.

Fledgling Djinn
{1}{B}
Creature -- Djinn
2/2
Flying
At the beginning of your upkeep, Fledgling Djinn deals 1 damage to you.

Fledgling Dragon
{2}{R}{R}
Creature -- Dragon
2/2
Flying
Threshold -- Fledgling Dragon gets +3/+3 and has "{R}: Fledgling Dragon gets +1/+0 until end of turn." (You have threshold as long as seven or more cards are in your graveyard.)

Fledgling Imp
{2}{B}
Creature -- Imp
2/2
{B}, Discard a card from your hand: Fledgling Imp gains flying until end of turn.

Fledgling Osprey

{U}
Creature -- Bird
1/1
Fledgling Osprey has flying as long as it's enchanted.

Fleetfoot Panther
{1}{G}{W}
Creature -- Cat
3/4
You may play Fleetfoot Panther any time you could play an instant.
When Fleetfoot Panther comes into play, return a green or white creature you control to its owner's hand.

Fleeting Aven
{1}{U}{U}
Creature -- Bird Wizard
2/2
Flying
Whenever a player cycles a card, return Fleeting Aven to its owner's hand.

Fleeting Image
{2}{U}
Creature -- Illusion
2/1
Flying
{1}{U}: Return Fleeting Image to its owner's hand.

Flesh Reaver
{1}{B}
Creature -- Horror
4/4
Whenever Flesh Reaver deals damage to a creature or opponent, Flesh Reaver deals that much damage to you.

Flicker
{1}{W}
Sorcery
Remove target nontoken permanent from the game, then return it to play under its owner's control.

Flickering Ward
{W}
Enchant Creature
As Flickering Ward comes into play, choose a color.
Enchanted creature has protection from the chosen color. This effect doesn't remove Flickering Ward.
{W}: Return Flickering Ward to its owner's hand.

Flight
{U}
Enchant Creature
Enchanted creature has flying.

Fling
{1}{R}
Instant
As an additional cost to play Fling, sacrifice a creature.
Fling deals damage equal to the sacrificed creature's power to target creature or player.

Flint Golem
{4}
Artifact Creature -- Golem
2/3

Whenever Flint Golem becomes blocked, defending player puts the top three cards from his or her library into his or her graveyard.

Floating Shield
{2}{W}
Enchant Creature
As Floating Shield comes into play, choose a color.
Enchanted creature has protection from the chosen color. This effect doesn't remove Floating Shield.
Sacrifice Floating Shield: Target creature gains protection from the chosen color until end of turn.

Flood
{U}
Enchantment
{U}{U}: Tap target creature without flying.

Flood Plain
Land
Flood Plain comes into play tapped.
{T}, Sacrifice Flood Plain: Search your library for a plains or island card and put it into play. Then shuffle your library.

Flooded Shoreline
{U}{U}
Enchantment
{U}{U}, Return two islands you control to their owner's hand: Return target creature to its owner's hand.

Flooded Strand
Land
{T}, Pay 1 life, Sacrifice Flooded Strand: Search your library for a plains or island card and put it into play. Then shuffle your library.

Flooded Woodlands
{2}{U}{B}
Enchantment
Green creatures have "This creature can't attack unless you sacrifice a land." #(This cost is paid as attackers are declared.)#

Floodgate
{3}{U}
Creature -- Wall
0/5
#(Walls can't attack.)#
When Floodgate gains flying, sacrifice it.
When Floodgate leaves play, it deals to each nonblue creature without flying 1 damage for each two islands you control.

Floodwater Dam
{3}
Artifact
{X}{X}{1}, {T}: Tap X target lands.

Floral Spuzzem
{3}{G}
Creature -- Spuzzem
2/2
Whenever Floral Spuzzem attacks and isn't blocked, you may destroy target artifact defending player controls. If you do, Floral Spuzzem deals no combat damage this turn.

Flow of Maggots
{2}{B}

Creature -- Insect
2/2
Cumulative upkeep {1}
Flow of Maggots can't be blocked by non-Wall creatures.

Flowering Field
{1}{W}
Enchant Land
Enchanted land has "{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn."

Flowstone Armor
{3}
Artifact
You may choose not to untap Flowstone Armor during your untap step.
{3}, {T}: Target creature gets +1/-1 as long as Flowstone Armor remains tapped.

Flowstone Blade
{R}
Enchant Creature
{R}: Enchanted creature gets +1/-1 until end of turn.

Flowstone Charger
{2}{R}{W}
Creature -- Beast
2/5
Whenever Flowstone Charger attacks, it gets +3/-3 until end of turn.

Flowstone Crusher
{3}{R}{R}
Creature -- Beast
4/4
{R}: Flowstone Crusher gets +1/-1 until end of turn.

Flowstone Flood
{3}{R}
Sorcery
Buyback--Pay 3 life, Discard a card at random from your hand #(If you pay 3 life and discard a card at random in addition to any other costs as you play this spell, put Flowstone Flood into your hand instead of your graveyard as part of its resolution.)#
Destroy target land.

Flowstone Giant
{2}{R}{R}
Creature -- Giant
3/3
{R}: Flowstone Giant gets +2/-2 until end of turn.

Flowstone Hellion
{4}{R}
Creature -- Beast
3/3
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
{0}: Flowstone Hellion gets +1/-1 until end of turn.

Flowstone Mauler
{4}{R}{R}
Creature -- Beast
4/5
Trample
{R}: Flowstone Mauler gets +1/-1 until end of turn.

Flowstone Overseer
{2}{R}{R}{R}
Creature -- Beast
4/4
{R}{R}: Target creature gets +1/-1 until end of turn.

Flowstone Salamander
{3}{R}{R}
Creature -- Salamander
3/4
{R}: Flowstone Salamander deals 1 damage to target creature blocking it.

Flowstone Sculpture
{6}
Artifact Creature
4/4
{2}, Discard a card from your hand: Put a +1/+1 counter on Flowstone Sculpture or Flowstone Sculpture gains flying, first strike, or trample. #(This effect doesn't end at end of turn.)#

Flowstone Shambler
{2}{R}
Creature -- Beast
2/2
{R}: Flowstone Shambler gets +1/-1 until end of turn.

Flowstone Slide
{X}{2}{R}{R}
Sorcery
All creatures get +X/-X until end of turn.

Flowstone Strike
{1}{R}
Instant
Target creature gets +1/-1 and gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#

Flowstone Surge
{1}{R}
Enchantment
Creatures you control get +1/-1.

Flowstone Thopter
{7}
Artifact Creature
4/4
{1}: Flowstone Thopter gets +1/-1 and gains flying until end of turn.

Flowstone Wall
{2}{R}
Creature -- Wall
0/6
#(Walls can't attack.)#
{R}: Flowstone Wall gets +1/-1 until end of turn.

Flowstone Wyvern
{3}{R}{R}
Creature -- Drake
3/3
Flying
{R}: Flowstone Wyvern gets +2/-2 until end of turn.

Fluctuator
{2}

Artifact
Cycling costs you up to {2} less to play.

Flux
{2}{U}
Sorcery
Each player discards any number of cards from his or her hand, then draws that many cards.
Draw a card.

Flying Carpet
{4}
Artifact
{2}, {T}: Target creature gains flying until end of turn.

Flying Men
{U}
Creature -- Flying-Men
1/1
Flying

Fodder Cannon
{4}
Artifact
{4}, {T}, Sacrifice a creature: Fodder Cannon deals 4 damage to target creature.

Fog
{G}
Instant
Prevent all combat damage that would be dealt this turn.

Fog Bank
{1}{U}
Creature -- Wall
0/2
#(Walls can't attack.)#
Flying
Prevent all combat damage that would be dealt to and dealt by Fog Bank.

Fog Elemental
{2}{U}
Creature -- Elemental
4/4
Flying
When Fog Elemental attacks or blocks, sacrifice it at end of combat.

Fog of Gnats
{B}{B}
Creature -- Insect
1/1
Flying
{B}: Regenerate Fog of Gnats.

Fog Patch
{1}{G}
Instant
Play Fog Patch only during the declare blockers step.
Attacking creatures become blocked. #(This spell works on unblockable creatures.)#

Foil
{2}{U}{U}
Instant
You may discard an island card and another card from your hand rather than pay

Foil's mana cost.
Counter target spell.

Folk Medicine
{2}{G}
Instant
You gain 1 life for each creature you control.
Flashback {1}{W} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Folk of An-Havva
{G}
Creature -- Townsfolk
1/1
Whenever Folk of An-Havva blocks, it gets +2/+0 until end of turn.

Folk of the Pines
{4}{G}
Creature -- Dryad
2/5
{1}{G}: Folk of the Pines gets +1/+0 until end of turn.

Food Chain
{2}{G}
Enchantment
Remove a creature you control from the game: Add X mana of any one color to your mana pool, where X is the removed creature's converted mana cost plus one. This mana may be spent only to play creature spells.

Fool's Tome
{4}
Artifact
{2}, {T}: Draw a card. Play this ability only if you have no cards in hand.

Foothill Guide
{W}
Creature -- Cleric
1/1
Protection from Goblins
Morph {W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Foratog
{2}{G}
Creature -- Atog
1/2
{G}, Sacrifice a forest: Foratog gets +2/+2 until end of turn.

Forbid
{1}{U}{U}
Instant
Buyback--Discard two cards from your hand. #(You may discard two cards in addition to any other costs as you play this spell. If you do, put Forbid into your hand instead of your graveyard as part of its resolution.)#
Counter target spell.

Forbidden Crypt
{3}{B}{B}
Enchantment
If you would draw a card, return a card from your graveyard to your hand instead. If you can't, you lose the game.
If a card would be put into your graveyard, remove that card from the game instead.

Forbidden Lore
{2}{G}
Enchant Land
Forbidden Lore can enchant only a land you control.
Enchanted land has "{T}: Target creature gets +2/+1 until end of turn."

Forbidden Ritual
{2}{B}{B}
Sorcery
Sacrifice a card in play. If you do, target opponent loses 2 life unless he or she sacrifices a permanent or discards a card from his or her hand. You may repeat this process as many times as you choose.

Forbidding Watchtower
Land
Forbidding Watchtower comes into play tapped.
{T}: Add one white mana to your mana pool.
{1}{W}: Forbidding Watchtower becomes a 1/5 white creature until end of turn. It's still a land.

Force Bubble
{2}{W}{W}
Enchantment
If damage would be dealt to you, put that many depletion counters on Force Bubble instead.
When there are four or more depletion counters on Force Bubble, sacrifice it.
At end of turn, remove all depletion counters from Force Bubble.

Force of Nature
{2}{G}{G}{G}{G}
Creature -- Force
8/8
Trample
At the beginning of your upkeep, Force of Nature deals 8 damage to you unless you pay {G}{G}{G}{G}.

Force of Will
{3}{U}{U}
Instant
You may pay 1 life and remove a blue card in your hand from the game rather than pay Force of Will's mana cost.
Counter target spell.

Force Spike
{U}
Instant
Counter target spell unless its controller pays {1}.

Force Void
{2}{U}
Instant
Counter target spell unless its controller pays {1}.
Draw a card at the beginning of the next turn's upkeep.

Forced March
{X}{B}{B}{B}
Sorcery
Destroy all creatures with converted mana cost X or less.

Forcefield
{3}
Artifact
{1}: Prevent all but 1 combat damage that would be dealt this turn by target unblocked creature attacking you.

Forcemage Advocate
{1}{G}
Creature -- Centaur
2/1
{T}: Return target card in an opponent's graveyard to his or her hand. Put a +1/+1 counter on target creature.

Foreshadow
{1}{U}
Instant
Name a card. Target opponent puts the top card from his or her library into his or her graveyard. If it's the named card, you draw a card.
Draw a card at the beginning of the next turn's upkeep.

Foresight
{1}{U}
Sorcery
Search your library for three cards, remove them from the game, then shuffle your library.
Draw a card at the beginning of the next turn's upkeep.

Forest
Land
[G]

Forethought Amulet
{5}
Artifact
If an instant or sorcery spell would deal 3 or more damage to you, it deals 2 damage to you instead.
At the beginning of your upkeep, sacrifice Forethought Amulet unless you pay {3}.

Forget
{U}{U}
Sorcery
Target player discards two cards from his or her hand, then draws as many cards as he or she discarded this way.

Forgotten Ancient
{3}{G}
Creature -- Elemental
0/3
Whenever a player plays a spell, you may put a +1/+1 counter on Forgotten Ancient.
At the beginning of your upkeep, you may move any number of +1/+1 counters from Forgotten Ancient onto other creatures.

Forgotten Cave
Land
Forgotten Cave comes into play tapped.
{T}: Add {R} to your mana pool.
Cycling {R} ({R}, Discard this card from your hand: Draw a card.)

Forgotten Harvest
{1}{G}
Enchantment
At the beginning of your upkeep, you may remove a land card in your graveyard from the game. If you do, put a +1/+1 counter on target creature.

Forgotten Lore
{G}
Sorcery

An opponent chooses a card in your graveyard. You may pay {G}. If you do, that opponent chooses a card not already chosen for Forgotten Lore. You may repeat this process any number of times. Put the last chosen card in your hand.

Foriysian Brigade
{3}{W}
Creature -- Soldier
2/4
Foriysian Brigade may block two creatures each combat.

Fork
{R}{R}
Instant
Put a copy of target instant or sorcery spell onto the stack, except that it copies Fork's color and you may choose new targets for the copy.

Form of the Dragon
{4}{R}{R}{R}
Enchantment
At the beginning of your upkeep, Form of the Dragon deals 5 damage to target creature or player.
At the end of each turn, your life total becomes 5.
Creatures without flying can't attack you.

Formation
{1}{W}
Instant
Target creature gains banding until end of turn.
Draw a card at the beginning of the next turn's upkeep.

Forsaken City
Land
Forsaken City doesn't untap during your untap step.
At the beginning of your upkeep, you may remove a card in your hand from the game. If you do, untap Forsaken City.
{T}: Add one mana of any color to your mana pool.

Forsaken Wastes
{2}{B}
Enchant World
If a player would gain life, that player gains no life instead.
At the beginning of each player's upkeep, that player loses 1 life.
When Forsaken Wastes becomes the target of a spell, that spell's controller loses 5 life.

Fortified Area
{1}{W}{W}
Enchantment
Walls you control get +1/+0 and have banding.

Fortitude
{1}{G}
Enchant Creature
When Fortitude is put into a graveyard from play, return Fortitude to its owner's hand.
Sacrifice a forest: Regenerate enchanted creature.

Foster
{2}{G}{G}
Enchantment
Whenever a creature you control is put into a graveyard from play, you may pay {1}. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest into your graveyard.

Foul Familiar
{2}{B}
Creature -- Spirit
3/1
Foul Familiar can't block.
{B}, Pay 1 life: Return Foul Familiar to its owner's hand.

Foul Imp
{B}{B}
Creature -- Imp
2/2
Flying
When Foul Imp comes into play, you lose 2 life.

Foul Presence
{2}{B}
Enchant Creature
Enchanted creature gets -1/-1 and has "{T}: Target creature gets -1/-1 until end of turn."

Fountain of Cho
Land
Fountain of Cho comes into play tapped.
{T}: Put a storage counter on Fountain of Cho.
{T}, Remove any number of storage counters from Fountain of Cho: Add one white mana to your mana pool for each storage counter removed this way.

Fountain of Youth
{0}
Artifact
{2}, {T}: You gain 1 life.

Fountain Watch
{3}{W}{W}
Creature -- Guardian
2/4
Artifacts and enchantments you control can't be the target of spells or abilities.

Foxfire
{2}{G}
Instant
Untap target attacking creature. Prevent all combat damage that would be dealt to or dealt by that creature this turn.
Draw a card at the beginning of the next turn's upkeep.

Frankenstein's Monster
{X}{B}{B}
Creature -- Monster
0/1
As Frankenstein's Monster comes into play, remove X creature cards in your graveyard from the game. If you can't, put Frankenstein's Monster into its owner's graveyard instead of into play. For each creature card removed this way, Frankenstein's Monster comes into play with a +2/+0, +1/+1, or +0/+2 counter.

Frantic Purification
{2}{W}
Instant
Destroy target enchantment.
Madness {W} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Frantic Search
{2}{U}

Instant
Draw two cards, then discard two cards from your hand.
Untap up to three lands.

Freewind Falcon
{1}{W}
Creature -- Bird
1/1
Flying, protection from red

Frenetic Efreet
{1}{U}{R}
Creature -- Efreet
2/1
Flying
{0}: If Frenetic Efreet is in play, flip a coin. If you win the flip, Frenetic Efreet phases out. If you lose the flip, sacrifice Frenetic Efreet.

Frenetic Ogre
{4}{R}
Creature -- Ogre
2/3
{R}, Discard a card at random from your hand: Frenetic Ogre gets +3/+0 until end of turn.

Frenetic Raptor
{5}{R}
Creature -- Beast
6/6
Beasts can't block.

Frenzied Tilling
{3}{R}{G}
Sorcery
Destroy target land. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Fresh Volunteers
{1}{W}
Creature -- Rebel
2/2

Freyalise Supplicant
{1}{G}
Creature -- Cleric
1/1
{T}, Sacrifice a red or white creature: Freyalise Supplicant deals to target creature or player damage equal to half the sacrificed creature's power, rounded down.

Freyalise's Charm
{G}{G}
Enchantment
Whenever an opponent plays a black spell, you may pay {G}{G}. If you do, you draw a card.
{G}{G}: Return Freyalise's Charm to its owner's hand.

Freyalise's Winds
{2}{G}{G}
Enchantment
Whenever a permanent becomes tapped, put a wind counter on it. That permanent gains "This permanent doesn't untap during your untap step if it has a wind counter on it" and "At the beginning of your upkeep, remove a wind counter from this permanent."

Frightcrawler
{1}{B}
Creature -- Horror
1/1
Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#
Threshold -- Frightcrawler gets +2/+2 and can't block. #(You have threshold as long as seven or more cards are in your graveyard.)#

Frightshroud Courier
{2}{B}
Creature -- Zombie
2/1
You may choose not to untap Frightshroud Courier during your untap step.
{2}{B}, {T}: As long as Frightshroud Courier remains tapped, target Zombie gets +2/+2 and has fear. (It can't be blocked except by artifact creatures and/or black creatures.)

Frog Tongue
{G}
Enchant Creature
When Frog Tongue comes into play, draw a card.
Enchanted creature may block as though it had flying.

Frontline Strategist
{W}
Creature -- Soldier
1/1
Morph {W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Frontline Strategist is turned face up, prevent all combat damage non-Soldiers would deal this turn.

Frost Giant
{3}{R}{R}{R}
Creature -- Giant
4/4
Rampage 2 #(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)#

Frozen Shade
{2}{B}
Creature -- Shade
0/1
{B}: Frozen Shade gets +1/+1 until end of turn.

Frozen Solid
{1}{U}{U}
Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.
When damage is dealt to enchanted creature, destroy it.

Fugitive Druid
{3}{G}
Creature -- Druid
3/2
Whenever Fugitive Druid becomes the target of an enchantment spell, you draw a card.

Fugitive Wizard
{U}
Creature -- Wizard
1/1

Fugue
{3}{B}{B}
Sorcery
Target player discards three cards from his or her hand.

Fumarole
{3}{B}{R}
Sorcery
As an additional cost to play Fumarole, pay 3 life.
Destroy target creature and target land.

Funeral Charm
{B}
Instant
Choose one -- Target player discards a card from his or her hand; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn. #(That creature is unblockable as long as defending player controls a swamp.)#

Funeral March
{1}{B}{B}
Enchant Creature
When enchanted creature leaves play, its controller sacrifices a creature.

Funeral Pyre
{W}
Instant
Remove target card in a graveyard from the game. Its owner puts a 1/1 white Spirit creature token with flying into play.

Fungal Bloom
{G}{G}
Enchantment
{G}{G}: Put a spore counter on target Fungus.

Fungal Shambler
{4}{G}{U}{B}
Creature -- Beast
6/4
Trample
Whenever Fungal Shambler deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand.

Fungus Elemental
{3}{G}
Creature -- Elemental
3/3
{G}, Sacrifice a forest: Put a +2/+2 counter on Fungus Elemental. Play this ability only if Fungus Elemental came into play this turn.

Fungusaur
{3}{G}
Creature -- Fungusaur
2/2
At end of turn, if Fungusaur was dealt damage this turn, put a +1/+1 counter on it.

Furious Assault
{2}{R}
Enchantment
Whenever you play a creature spell, Furious Assault deals 1 damage to target player.

Furnace Brood
{3}{R}
Creature -- Elemental
3/3
{R}: Target creature can't be regenerated this turn.

Furnace of Rath
{1}{R}{R}{R}
Enchantment
If a source would deal damage to a creature or player, it deals double that damage to that creature or player instead.

Furnace Spirit
{2}{R}
Creature -- Spirit
1/1
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
{R}: Furnace Spirit gets +1/+0 until end of turn.

Future Sight
{2}{U}{U}{U}
Enchantment
Play with the top card of your library revealed.
You may play the top card of your library as though it were in your hand.

Fylamarid
{1}{U}{U}
Creature -- Beast
1/3
Flying
Fylamarid can't be blocked by blue creatures.
{U}: Target creature becomes blue until end of turn.

Fylgja
{W}
Enchant Creature
Fylgja comes into play with four healing counters on it.
Remove a healing counter from Fylgja: Prevent the next 1 damage that would be dealt to enchanted creature this turn.
{2}{W}: Put a healing counter on Fylgja.

Fyndhorn Bow
{2}
Artifact
{3}, {T}: Target creature gains first strike until end of turn.

Fyndhorn Brownie
{2}{G}
Creature -- Brownie
1/1
{2}{G}, {T}: Untap target creature.

Fyndhorn Druid
{2}{G}
Creature -- Druid
2/2
When Fyndhorn Druid is put into a graveyard from play, if it was blocked this turn, you gain 4 life.

Fyndhorn Elder
{2}{G}
Creature -- Elf
1/1

{T}: Add {G}{G} to your mana pool.

Fyndhorn Elves
{G}
Creature -- Elf
1/1
{T}: Add {G} to your mana pool.

Fyndhorn Pollen
{2}{G}
Enchantment
Cumulative upkeep {1}
All creatures get -1/-0.
{1}{G}: All creatures get -1/-0 until end of turn.

Gabriel Angelfire
{3}{G}{G}{W}{W}
Creature -- Legend
4/4
At the beginning of your upkeep, choose flying, first strike, trample, or rampage 2. Gabriel Angelfire gains that ability until your next upkeep.

Gaea's Avenger
{1}{G}{G}
Creature -- Gaea's-Avenger
1+*/1+*
Gaea's Avenger's power and toughness are each equal to 1 plus the number of artifacts your opponents control.

Gaea's Balance
{3}{G}
Sorcery
As an additional cost to play Gaea's Balance, sacrifice five lands.
Search your library for a land card of each basic land type and put them into play. Then shuffle your library.

Gaea's Blessing
{1}{G}
Sorcery
Target player shuffles up to three target cards from his or her graveyard into his or her library.
Draw a card.
When Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.

Gaea's Bounty
{2}{G}
Sorcery
Search your library for up to two forest cards, reveal those cards, and put them into your hand. Then shuffle your library.

Gaea's Cradle
Legendary Land
{T}: Add {G} to your mana pool for each creature you control.

Gaea's Embrace
{2}{G}{G}
Enchant Creature
Enchanted creature gets +3/+3 and has trample.
{G}: Regenerate enchanted creature.

Gaea's Herald
{1}{G}
Creature -- Elf

1/1
Creature spells can't be countered by spells or abilities.

Gaea's Liege
{3}{G}{G}{G}
Creature -- Gaea's-Liege
/
As long as Gaea's Liege isn't attacking, its power and toughness are each equal to the number of forests you control. As long as Gaea's Liege is attacking, its power and toughness are each equal to the number of forest defending player controls.
{T}: Target land becomes a forest until Gaea's Liege leaves play.

Gaea's Might
{G}
Instant
Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

Gaea's Skyfolk
{G}{U}
Creature -- Elf Merfolk
2/2
Flying

Gaea's Touch
{G}{G}
Enchantment
You may play an additional land during your turn if that land is a basic forest.
Sacrifice Gaea's Touch: Add {G}{G} to your mana pool.

Gainsay
{1}{U}
Instant
Counter target blue spell.

Galina's Knight
{W}{U}
Creature -- Merfolk Knight
2/2
Protection from red

Gallantry
{1}{W}
Instant
Target blocking creature gets +4/+4 until end of turn.
Draw a card.

Gallowbraid
{3}{B}{B}
Creature -- Legend
5/5
Trample
Cumulative upkeep -- Pay 1 life

Gamble
{R}
Sorcery
Search your library for a card, put that card into your hand, then discard a card at random from your hand. Then shuffle your library.

Game of Chaos
{R}{R}{R}
Sorcery

Flip a coin. If you win the flip, you gain 1 life and target opponent loses 1 life. If you lose the flip, you lose 1 life and that opponent gains 1 life. The winner of each flip decides whether to flip again. Double the life stakes with each flip.

Game Preserve
{2}{G}
Enchantment
At the beginning of your upkeep, each player reveals the top card of his or her library. If all cards revealed this way are creature cards, put those cards into play under their owners' control. #(Otherwise, put them back face-down on top of their owners' libraries.)#

Gamekeeper
{3}{G}
Creature -- Elf
2/2
When Gamekeeper is put into a graveyard from play, you may remove Gamekeeper from the game. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into play and put the other cards revealed this way into your graveyard.

Gang of Elk
{5}{G}
Creature -- Beast
5/4
Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

Gangrenous Goliath
{3}{B}{B}
Creature -- Zombie Giant
4/4
Tap three untapped Clerics you control: Return Gangrenous Goliath from your graveyard to your hand.

Gangrenous Zombies
{1}{B}{B}
Creature -- Zombie
2/2
{T}, Sacrifice Gangrenous Zombies: Gangrenous Zombies deals 1 damage to each creature and each player. If you control a snow-covered swamp, Gangrenous Zombies deals 2 damage to each creature and each player instead.

Gargantuan Gorilla
{4}{G}{G}{G}
Creature -- Ape
7/7
At the beginning of your upkeep, sacrifice Gargantuan Gorilla unless you sacrifice a forest. If you sacrifice Gargantuan Gorilla this way, it deals 7 damage to you. If you sacrifice a snow-covered forest this way, Gargantuan Gorilla gains trample until end of turn.
{T}: Gargantuan Gorilla deals damage equal to its power to target creature. That creature deals damage equal to its power to Gargantuan Gorilla.

Gaseous Form
{2}{U}
Enchant Creature
Prevent all combat damage that would be dealt to and dealt by enchanted creature.

Gate to Phyrexia
{B}{B}
Enchantment

Sacrifice a creature: Destroy target artifact. Play this ability only during your upkeep and only once each turn.

Gauntlet of Might
{4}
Artifact
Red creatures get +1/+1.
Whenever a mountain is tapped for mana, its controller adds an additional {R} to his or her mana pool.

Gauntlets of Chaos
{5}
Artifact
{5}, Sacrifice Gauntlets of Chaos: Exchange control of target artifact, creature, or land an opponent controls and a permanent you control if they share one of those types. Destroy all enchantments on those permanents. #(This effect doesn't end at end of turn.)#

Gaze of Pain
{1}{B}
Sorcery
Until end of turn, whenever a creature you control attacks and isn't blocked, you may choose to have it deal damage equal to its power to a target creature. If you do, it deals no combat damage this turn.

Gempalm Avenger
{5}{W}
Creature -- Soldier
3/5
Cycling {2}{W} ({2}{W}, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.

Gempalm Incinerator
{2}{R}
Creature -- Goblin
2/1
Cycling {1}{R} ({1}{R}, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Incinerator, you may have it deal X damage to target creature, where X is the number of Goblins in play.

Gempalm Polluter
{5}{B}
Creature -- Zombie
4/3
Cycling {B}{B} ({B}{B}, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Polluter, you may have target player lose 1 life for each Zombie in play.

Gempalm Sorcerer
{2}{U}
Creature -- Wizard
2/2
Cycling {2}{U} ({2}{U}, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Sorcerer, all Wizards gain flying until end of turn.

Gempalm Strider
{1}{G}
Creature -- Elf
2/2
Cycling {2}{G}{G} ({2}{G}{G}, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Strider, all Elves get +2/+2 until end of turn.

Gemstone Mine

Land
Gemstone Mine comes into play with three mining counters on it.
{T}, Remove a mining counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no mining counters on Gemstone Mine, sacrifice it.

General Jarkeld
{3}{W}
Creature -- Legend
1/2
{T}: Switch the blocking creatures of two target attacking creatures. Play this ability only during the declare blockers step.

General's Regalia
{3}
Artifact
{3}: The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature you control instead.

Genesis
{4}{G}
Creature -- Incarnation
4/4
At the beginning of your upkeep, if Genesis is in your graveyard, you may pay {2}{G}. If you do, return target creature card from your graveyard to your hand.

Geothermal Crevice
Land
Geothermal Crevice comes into play tapped.
{T}: Add {R} to your mana pool.
{T}, Sacrifice Geothermal Crevice: Add {B}{G} to your mana pool.

Gerrard Capashen
{3}{W}{W}
Creature -- Legend
3/4
At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand.
{3}{W}: Tap target creature. Play this ability only if Gerrard Capashen is attacking.

Gerrard's Battle Cry
{W}
Enchantment
{2}{W}: Creatures you control get +1/+1 until end of turn.

Gerrard's Command
{G}{W}
Instant
Untap target creature. It gets +3/+3 until end of turn.

Gerrard's Irregulars
{4}{R}
Creature -- Soldier
4/2
Trample; haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Gerrard's Verdict
{W}{B}
Sorcery
Target player discards two cards from his or her hand. You gain 3 life for each land card discarded this way.

Gerrard's Wisdom

{2}{W}{W}
Sorcery
You gain 2 life for each card in your hand.

Ghastly Demise
{B}
Instant
Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard.

Ghastly Remains
{B}{B}{B}
Creature -- Zombie
0/0
Amplify 1 (As this card comes into play, put a +1/+1 counter on it for each Zombie card you reveal in your hand.)
At the beginning of your upkeep, if Ghastly Remains is in your graveyard, you may pay {B}{B}{B}. If you do, return Ghastly Remains to your hand.

Ghazban Ogre
{G}
Creature -- Ogre
2/2
At the beginning of your upkeep, if a player has more life than any other, that player gains control of Ghazban Ogre.

Ghitu Encampment
Land
Ghitu Encampment comes into play tapped.
{T}: Add one red mana to your mana pool.
{1}{R}: Ghitu Encampment becomes a 2/1 red creature with first strike until end of turn. It's still a land.

Ghitu Fire
{X}{R}
Sorcery
You may play Ghitu Fire any time you could play an instant if you pay {2} more to play it.
Ghitu Fire deals X damage to target creature or player.

Ghitu Fire-Eater
{2}{R}
Creature -- Nomad
2/2
{T}, Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals damage equal to its power to target creature or player.

Ghitu Slinger
{2}{R}
Creature -- Nomad
2/2
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Ghitu Slinger comes into play, it deals 2 damage to target creature or player.

Ghitu War Cry
{2}{R}
Enchantment
{R}: Target creature gets +1/+0 until end of turn.

Ghost Hounds
{1}{B}
Creature -- Hound

1/1
Attacking doesn't cause Ghost Hounds to tap.
Whenever Ghost Hounds blocks or becomes blocked by a white creature, Ghost Hounds gains first strike until end of turn.

Ghost Ship
{2}{U}{U}
Creature -- Ship
2/4
Flying
{U}{U}{U}: Regenerate Ghost Ship.

Ghost Town
Land
{T}: Add one colorless mana to your mana pool.
{0}: Return Ghost Town to its owner's hand. Play this ability only during another player's turn.

Ghosthelm Courier
{2}{U}
Creature -- Wizard
2/1
You may choose not to untap Ghosthelm Courier during your untap step.
{2}{U}, {T}: As long as Ghosthelm Courier remains tapped, target Wizard gets +2/+2 and can't be the target of spells or abilities.

Ghostly Flame
{B}{R}
Enchantment
Black and/or red permanents and spells are colorless sources of damage.

Ghostly Wings
{1}{U}
Enchant Creature
Enchanted creature gets +1/+1 and has flying.
Discard a card from your hand: Return enchanted creature to its owner's hand.

Ghosts of the Damned
{1}{B}{B}
Creature -- Ghost
0/2
{T}: Target creature gets -1/-0 until end of turn.

Ghoul's Feast
{1}{B}
Instant
Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.

Giant Albatross
{1}{U}
Creature -- Albatross
1/1
Flying
When Giant Albatross is put into a graveyard from play, you may pay {1}{U}. If you do, for each creature that dealt damage to Giant Albatross this turn, destroy that creature unless its controller pays 2 life. A creature destroyed this way can't be regenerated.

Giant Badger
{1}{G}{G}
Creature -- Badger
2/2
Whenever Giant Badger blocks, it gets +2/+2 until end of turn.

Giant Caterpillar
{3}{G}
Creature -- Insect
3/3
{G}, Sacrifice Giant Caterpillar: Put a 1/1 green Butterfly creature token with flying into play at end of turn.

Giant Cockroach
{3}{B}
Creature -- Insect
4/2

Giant Crab
{4}{U}
Creature -- Crab
3/3
{U}: Giant Crab can't be the target of spells or abilities this turn.

Giant Growth
{G}
Instant
Target creature gets +3/+3 until end of turn.

Giant Mantis
{3}{G}
Creature -- Mantis
2/4
Giant Mantis may block as though it had flying.

Giant Octopus
{3}{U}
Creature -- Octopus
3/3

Giant Oyster
{2}{U}{U}
Creature -- Oyster
0/3
You may choose not to untap Giant Oyster during your untap step.
{T}: As long as Giant Oyster remains tapped, target tapped creature doesn't untap during its controller's untap step, and at the beginning of each of your upkeeps, put a -1/-1 counter on that creature. When Giant Oyster becomes untapped or leaves play, remove all -1/-1 counters from the creature.

Giant Shark
{5}{U}
Creature -- Shark
4/4
Giant Shark can't attack unless defending player controls an island.
Whenever Giant Shark blocks or becomes blocked by a creature that has been dealt damage this turn, Giant Shark gets +2/+0 and gains trample until end of turn.
When you control no islands, sacrifice Giant Shark.

Giant Slug
{1}{B}
Creature -- Slug
1/1
{5}: At the beginning of your next upkeep, Giant Slug gains landwalk for a basic land type of your choice until the end of that turn. #(This creature is unblockable that turn as long as defending player controls a land of the chosen type.)#

Giant Spider

{3}{G}
Creature -- Spider
2/4
Giant Spider may block as though it had flying.

Giant Strength
{R}{R}
Enchant Creature
Enchanted creature gets +2/+2.

Giant Tortoise
{1}{U}
Creature -- Tortoise
1/1
Giant Tortoise gets +0/+3 as long as it's untapped.

Giant Trap Door Spider
{1}{R}{G}
Creature -- Spider
2/3
{1}{R}{G}, {T}: Remove from the game Giant Trap Door Spider and target creature without flying that's attacking you.

Giant Turtle
{1}{G}{G}
Creature -- Turtle
2/4
Giant Turtle can't attack if it attacked during your last turn.

Giant Warthog
{5}{G}
Creature -- Beast
5/5
Trample

Gibbering Hyenas
{2}{G}
Creature -- Hyena
3/2
Gibbering Hyenas can't block black creatures.

Gift of the Woods
{G}
Enchant Creature
Whenever enchanted creature blocks or becomes blocked, enchanted creature gets +0/+3 until end of turn and you gain 1 life.

Gigapede
{3}{G}{G}
Creature -- Insect
6/1
Gigapede can't be the target of spells or abilities.
At the beginning of your upkeep, if Gigapede is in your graveyard, you may discard a card from your hand. If you do, return Gigapede to your hand.

Gilded Drake
{1}{U}
Creature -- Drake
3/3
Flying
When Gilded Drake comes into play, choose one -- sacrifice Gilded Drake; or exchange control of Gilded Drake and target creature an opponent controls. If you can't make the exchange, sacrifice Gilded Drake. This ability can't be countered. #(This effect doesn't end at end of turn.)#

Gilded Light
{1}{W}
Instant
You can't be the target of spells or abilities this turn.
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Glacial Chasm
Land
Cumulative upkeep -- Pay 2 life
If Glacial Chasm would come into play, sacrifice a land instead. If you do, put Glacial Chasm into play. If you don't, put it into its owner's graveyard.
Skip your combat phase.
Prevent all damage that would be dealt to you.

Glacial Crevasses
{2}{R}
Enchantment
Sacrifice a snow-covered mountain: Prevent all combat damage that would be dealt this turn.

Glacial Wall
{2}{U}
Creature -- Wall
0/7
#(Walls can't attack.)#

Glaciers
{2}{W}{U}
Enchantment
At the beginning of your upkeep, sacrifice Glaciers unless you pay {W}{U}.
All mountains are plains.

Glade Gnarr
{5}{G}
Creature -- Beast
4/4
Whenever a player plays a blue spell, Glade Gnarr gets +2/+2 until end of turn.

Glarecaster
{4}{W}{W}
Creature -- Bird Cleric
3/3
Flying
{5}{W}: The next time damage would be dealt to Glarecaster or you this turn, that damage is dealt to target creature or player instead.

Glasses of Urza
{1}
Artifact
{T}: Look at target player's hand.

Gliding Licid
{2}{U}
Creature -- Licid
2/2
{U}, {T}: Gliding Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature has flying" and "{U}: End the effect that created this ability."

Glimmering Angel
{3}{W}
Creature -- Angel
2/2

Flying
{U}: Glimmering Angel can't be the target of spells or abilities this turn.

Glintwing Invoker
{4}{U}
Creature -- Wizard Mutant
3/3
{7}{U}: Glintwing Invoker gets +3/+3 and gains flying until end of turn.

Glittering Lion
{2}{W}
Creature -- Cat
2/2
Prevent all damage that would be dealt to Glittering Lion.
{3}: Until end of turn, Glittering Lion loses "Prevent all damage that would be dealt to Glittering Lion." Any player may play this ability.

Glittering Lynx
{W}
Creature -- Cat
1/1
Prevent all damage that would be dealt to Glittering Lynx.
{2}: Until end of turn, Glittering Lynx loses "Prevent all damage that would be dealt to Glittering Lynx." Any player may play this ability.

Global Ruin
{4}{W}
Sorcery
Each player chooses from the lands he or she controls a land of each basic land type, then sacrifices the rest.

Gloom
{2}{B}
Enchantment
White spells cost an additional {3} to play.
Activated abilities of white enchantments cost an additional {3} to play.

Gloomdrifter
{3}{B}
Creature -- Minion
2/2
Flying
Threshold -- When Gloomdrifter comes into play, nonblack creatures get -2/-2 until end of turn. #(You have threshold if seven or more cards are in your graveyard.)#

Glorious Anthem
{1}{W}{W}
Enchantment
Creatures you control get +1/+1.

Glory
{3}{W}{W}
Creature -- Incarnation
3/3
Flying
{2}{W}: Creatures you control gain protection from the color of your choice until end of turn. Play this ability only if Glory is in your graveyard.

Glory Seeker
{1}{W}
Creature -- Soldier
2/2

Glowering Rogon
{5}{G}
Creature -- Beast
4/4
Amplify 1 (As this card comes into play, put a +1/+1 counter on it for each Beast card you reveal in your hand.)

Glowing Anemone
{3}{U}
Creature -- Beast
1/3
When Glowing Anemone comes into play, you may return target land to its owner's hand.

Glowrider
{2}{W}
Creature -- Cleric
2/1
Noncreature spells cost {1} more to play.

Gluttonous Zombie
{4}{B}
Creature -- Zombie
3/3
Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)

Glyph of Delusion
{U}
Instant
Put X glyph counters on target creature that target Wall blocked this turn, where X is the power of that blocked creature. The creature gains "This creature doesn't untap during your untap step if it has a glyph counter on it" and "At the beginning of your upkeep, remove a glyph counter from this creature."

Glyph of Destruction
{R}
Instant
Target blocking Wall you control gets +10/+0 until end of combat. Prevent all damage that would be dealt to it this turn. Destroy it at end of turn.

Glyph of Doom
{B}
Instant
At end of combat, destroy all creatures that were blocked by target Wall this turn.

Glyph of Life
{W}
Instant
Choose target Wall. Until end of turn, whenever an attacking creature deals damage to that Wall, you gain that much life.

Glyph of Reincarnation
{G}
Instant
Play only during the end of combat step.
Destroy all creatures that were blocked by target Wall this turn. They can't be regenerated. For each creature put into a graveyard this way, choose a creature card from the graveyard of that creature's controller and return that card to play under its owner's control.

Goblin Artisans
{R}

Creature -- Goblin
1/1
{T}: Flip a coin. If you win the flip, draw a card. Otherwise, counter target artifact spell you control that isn't the target of an ability from another creature named Goblin Artisans.

Goblin Assassin
{3}{R}{R}
Creature -- Goblin Assassin
2/2
Whenever Goblin Assassin or another Goblin comes into play, each player flips a coin. Each player whose coin comes up tails sacrifices a creature.

Goblin Balloon Brigade
{R}
Creature -- Goblin
1/1
{R}: Goblin Balloon Brigade gains flying until end of turn.

Goblin Berserker
{3}{R}
Creature -- Goblin
2/2
First strike; haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Goblin Bomb
{1}{R}
Enchantment
At the beginning of your upkeep, you may flip a coin. If you win the flip, put a fuse counter on Goblin Bomb. If you lose the flip, remove a fuse counter from Goblin Bomb.
Remove five fuse counters from Goblin Bomb, Sacrifice Goblin Bomb: Goblin Bomb deals 20 damage to target player.

Goblin Bombardment
{1}{R}
Enchantment
Sacrifice a creature: Goblin Bombardment deals 1 damage to target creature or player.

Goblin Brigand
{1}{R}
Creature -- Goblin
2/2
Goblin Brigand attacks each turn if able.

Goblin Burrows
Land
{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Goblin Cadets
{R}
Creature -- Goblin
2/1
Whenever Goblin Cadets blocks or becomes blocked, target opponent gains control of it. #(This removes Goblin Cadets from combat.)#

Goblin Caves
{1}{R}{R}
Enchant Land
If enchanted land is a mountain, all Goblins get +0/+2.

Goblin Chariot
{2}{R}
Creature -- Goblin
2/2
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Goblin Chirurgeon
{R}
Creature -- Goblin
0/2
Sacrifice a Goblin: Regenerate target creature.

Goblin Clearcutter
{3}{R}
Creature -- Goblin
3/3
{T}, Sacrifice a forest: Add three mana in any combination of red and/or green to your mana pool.

Goblin Digging Team
{R}
Creature -- Goblin
1/1
{T}, Sacrifice Goblin Digging Team: Destroy target Wall.

Goblin Dynamo
{5}{R}{R}
Creature -- Goblin Mutant
4/4
{T}: Goblin Dynamo deals 1 damage to target creature or player.
{X}{R}, {T}, Sacrifice Goblin Dynamo: Goblin Dynamo deals X damage to target creature or player.

Goblin Elite Infantry
{1}{R}
Creature -- Goblin
2/2
Whenever Goblin Elite Infantry blocks or becomes blocked, it gets -1/-1 until end of turn.

Goblin Festival
{1}{R}
Enchantment
{2}: Goblin Festival deals 1 damage to target creature or player. Flip a coin. If you lose the flip, choose one of your opponents. That player gains control of Goblin Festival.

Goblin Firebug
{1}{R}
Creature -- Goblin
2/2
When Goblin Firebug leaves play, sacrifice a land.

Goblin Flotilla
{2}{R}
Creature -- Goblin
2/2
Islandwalk #(This creature is unblockable as long as defending player controls an island.)#
At the beginning of combat, unless you pay {R}, whenever Goblin Flotilla blocks or becomes blocked by a creature this combat, that creature gains first strike until end of turn.

Goblin Game
{5}{R}{R}
Sorcery
Each player hides at least one object, then all players reveal them simultaneously. Each player loses life equal to the number of objects he or she revealed. The player who revealed the fewest objects then loses half his or her life, rounded up. If two or more players are tied for fewest, each loses half his or her life, rounded up.

Goblin Gardener
{3}{R}
Creature -- Goblin
2/1
When Goblin Gardener is put into a graveyard from play, destroy target land.

Goblin Glider
{1}{R}
Creature -- Goblin
1/1
Flying
Goblin Glider can't block.

Goblin Goon
{3}{R}
Creature -- Goblin Mutant
6/6
Goblin Goon can't attack unless you control more creatures than defending player.
Goblin Goon can't block unless you control more creatures than attacking player.

Goblin Grappler
{R}
Creature -- Goblin
1/1
Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Goblin Grenade
{R}
Sorcery
As an additional cost to play Goblin Grenade, sacrifice a Goblin.
Goblin Grenade deals 5 damage to target creature or player.

Goblin Grenadiers
{3}{R}
Creature -- Goblin
2/2
Sacrifice Goblin Grenadiers: Destroy target creature and target land. Play this ability only if Goblin Grenadiers is attacking and unblocked.

Goblin Hero
{2}{R}
Creature -- Goblin
2/2

Goblin King
{1}{R}{R}
Creature -- Lord
2/2
All Goblins get +1/+1 and have mountainwalk. #(They're unblockable as long as defending player controls a mountain.)#

Goblin Kites
{1}{R}

Enchantment
{R}: Target creature you control with toughness 2 or less gains flying until end of turn. Flip a coin at end of turn. If you lose the flip, sacrifice that creature.

Goblin Lackey
{R}
Creature -- Goblin
1/1
Whenever Goblin Lackey deals damage to a player, you may put a Goblin card from your hand into play.

Goblin Legionnaire
{R}{W}
Creature -- Goblin Soldier
2/2
{R}, Sacrifice Goblin Legionnaire: Goblin Legionnaire deals 2 damage to target creature or player.
{W}, Sacrifice Goblin Legionnaire: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Goblin Lookout
{1}{R}
Creature -- Goblin
1/2
{T}, Sacrifice a Goblin: All Goblins get +2/+0 until end of turn.

Goblin Lyre
{3}
Artifact
Sacrifice Goblin Lyre: Flip a coin. If you win the flip, Goblin Lyre deals damage to target opponent equal to the number of creatures you control. If you lose the flip, Goblin Lyre deals damage to you equal to the number of creatures that opponent controls.

Goblin Machinist
{4}{R}
Creature -- Goblin
0/5
{2}{R}: Reveal cards from the top of your library until you reveal a nonland card. Goblin Machinist gets +X/+0 until end of turn, where X is that card's converted mana cost. Put the revealed cards on the bottom of your library in any order.

Goblin Marshal
{4}{R}{R}
Creature -- Goblin
3/3
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
Whenever Goblin Marshal comes into play or is put into a graveyard from play, put two 1/1 red Goblin creature tokens into play.

Goblin Masons
{1}{R}
Creature -- Goblin
2/1
When Goblin Masons is put into a graveyard from play, destroy target Wall.

Goblin Matron
{2}{R}
Creature -- Goblin
1/1
When Goblin Matron comes into play, you may search your library for a Goblin

card. If you do, reveal that card and put it into your hand. Then shuffle your library.

Goblin Medics
{2}{R}
Creature -- Goblin
1/1
Whenever Goblin Medics becomes tapped, it deals 1 damage to target creature or player.

Goblin Mutant
{2}{R}{R}
Creature -- Goblin
5/3
Trample
Goblin Mutant can't attack if defending player controls an untapped creature with power 3 or greater.
Goblin Mutant can't block creatures with power 3 or greater.

Goblin Offensive
{X}{1}{R}{R}
Sorcery
Put X 1/1 red Goblin creature tokens into play.

Goblin Patrol
{R}
Creature -- Goblin
2/1
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#

Goblin Piledriver
{1}{R}
Creature -- Goblin
1/2
Protection from blue
Whenever Goblin Piledriver attacks, it gets +2/+0 until end of turn for each other attacking Goblin.

Goblin Psychopath
{3}{R}
Creature -- Goblin Mutant
5/5
Whenever Goblin Psychopath attacks or blocks, flip a coin. If you lose the flip, the next time it would deal combat damage this turn, it deals that damage to you instead.

Goblin Pyromancer
{3}{R}
Creature -- Goblin Wizard
2/2
When Goblin Pyromancer comes into play, all Goblins get +3/+0 until end of turn. At end of turn, destroy all Goblins.

Goblin Raider
{1}{R}
Creature -- Goblin
2/2
Goblin Raider can't block.

Goblin Recruiter
{1}{R}
Creature -- Goblin
1/1

When Goblin Recruiter comes into play, search your library for any number of Goblin cards. Reveal those cards, then shuffle your library and put them on top of it in any order.

Goblin Ringleader
{3}{R}
Creature -- Goblin
2/2
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
When Goblin Ringleader comes into play, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library.

Goblin Rock Sled
{1}{R}
Creature -- Rock-Sled
3/1
Trample
Goblin Rock Sled doesn't untap during your untap step if it attacked during your last turn.
Goblin Rock Sled can't attack unless defending player controls a mountain.

Goblin Sappers
{1}{R}
Creature -- Goblin
1/1
{R}{R}, {T}: Target creature you control is unblockable this turn. Destroy it and Goblin Sappers at end of combat.
{R}{R}{R}{R}, {T}: Target creature you control is unblockable this turn. Destroy it at end of combat.

Goblin Scouts
{3}{R}{R}
Sorcery
Put three 1/1 red Goblin Scout creature tokens with mountainwalk into play. #(These creatures are unblockable as long as defending player controls a mountain.)#

Goblin Sharpshooter
{2}{R}
Creature -- Goblin
1/1
Goblin Sharpshooter doesn't untap during your untap step.
Whenever a creature is put into a graveyard from play, untap Goblin Sharpshooter.
{T}: Goblin Sharpshooter deals 1 damage to target creature or player.

Goblin Shrine
{1}{R}{R}
Enchant Land
If enchanted land is a mountain, all Goblins get +1/+0.
When Goblin Shrine leaves play, it deals 1 damage to each Goblin.

Goblin Ski Patrol
{1}{R}
Creature -- Goblin
1/1
{1}{R}: Goblin Ski Patrol gets +2/+0 and gains flying until end of turn. Destroy it at end of turn. It can't be regenerated. Play this ability only once and only if you control a snow-covered mountain.

Goblin Sky Raider
{2}{R}

Creature -- Goblin
1/2
Flying

Goblin Sledder
{R}
Creature -- Goblin
1/1
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

Goblin Snowman
{3}{R}
Creature -- Goblin
1/1
If Goblin Snowman is blocking, prevent all combat damage dealt to and dealt by it.
{T}: Goblin Snowman deals 1 damage to target creature it's blocking.

Goblin Soothsayer
{R}
Creature -- Goblin
1/1
{R}, {T}, Sacrifice a Goblin: Red creatures get +1/+1 until end of turn.

Goblin Spelunkers
{2}{R}
Creature -- Goblin
2/2
Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#

Goblin Spy
{R}
Creature -- Goblin
1/1
Play with the top card of your library revealed.

Goblin Swine-Rider
{R}
Creature -- Goblin
1/1
When Goblin Swine-Rider becomes blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature.

Goblin Taskmaster
{R}
Creature -- Goblin
1/1
{1}{R}: Target Goblin gets +1/+0 until end of turn.
Morph {R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Goblin Tinkerer
{1}{R}
Creature -- Goblin
1/2
{R}, {T}: Destroy target artifact. That artifact deals damage equal to its converted mana cost to Goblin Tinkerer.

Goblin Trenches
{1}{R}{W}
Enchantment
{2}, Sacrifice a land: Put two 1/1 red and white Goblin Soldier creature tokens into play.

Goblin Turncoat
{1}{B}
Creature -- Goblin Mercenary
2/1
Sacrifice a Goblin: Regenerate Goblin Turncoat.

Goblin Vandal
{R}
Creature -- Goblin
1/1
{R}: Destroy target artifact defending player controls and prevent all combat damage Goblin Vandal would deal this turn. Play this ability only once each turn, only during the declare blockers step, and only if Goblin Vandal is attacking and unblocked.

Goblin War Buggy
{1}{R}
Creature -- Goblin
2/2
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#

Goblin War Drums
{2}{R}
Enchantment
Each creature you control can't be blocked except by two or more creatures.

Goblin War Strike
{R}
Sorcery
Goblin War Strike deals damage equal to the number of Goblins you control to target player.

Goblin Warchief
{1}{R}{R}
Creature -- Goblin
2/2
Goblin spells you play cost {1} less to play.
Goblins you control have haste.

Goblin Warrens
{2}{R}
Enchantment
{2}{R}, Sacrifice two Goblins: Put three 1/1 red Goblin creature tokens into play.

Goblin Welder
{R}
Creature -- Goblin
1/1
{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact in play and puts the other artifact from his or her graveyard into play.

Goblin Wizard
{2}{R}{R}
Creature -- Goblin
1/1
{T}: Put a Goblin card from your hand into play.
{R}: Target Goblin gains protection from white until end of turn.

Goblins of the Flarg
{R}
Creature -- Goblin
1/1
Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#
When you control a Dwarf, sacrifice Goblins of the Flarg.

Goham Djinn
{5}{B}
Creature -- Djinn
5/5
{1}{B}: Regenerate Goham Djinn.
Goham Djinn gets -2/-2 as long as black is the most common color among all permanents or is tied for most common.

Golden Wish
{3}{W}{W}
Sorcery
Choose an artifact or enchantment card you own from outside the game, reveal that card, and put it into your hand. Remove Golden Wish from the game.

Golgothian Sylex
{4}
Artifact
{1}, {T}: Destroy all cards from the Antiquities expansion.

Goliath Beetle
{2}{G}
Creature -- Insect
3/1
Trample

Goretusk Firebeast
{5}{R}
Creature -- Beast
2/2
When Goretusk Firebeast comes into play, it deals 4 damage to target player.

Gorilla Berserkers
{3}{G}{G}
Creature -- Ape
2/3
Trample; rampage 2 #(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)#
Gorilla Berserkers can't be blocked except by three or more creatures.

Gorilla Chieftain
{2}{G}{G}
Creature -- Ape
3/3
{1}{G}: Regenerate Gorilla Chieftain.

Gorilla Pack
{2}{G}
Creature -- Ape
3/3
Gorilla Pack can't attack unless defending player controls a forest.
When you control no forests, sacrifice Gorilla Pack.

Gorilla Shaman
{R}

Creature -- Ape
1/1
{X}{X}{1}: Destroy target noncreature artifact with converted mana cost X.

Gorilla Titan
{3}{G}{G}
Creature -- Ape
4/4
Trample
Gorilla Titan gets +4/+4 as long as there are no cards in your graveyard.

Gorilla War Cry
{1}{R}
Instant
Play Gorilla War Cry only during combat before the declare blockers step.
Attacking creatures can't be blocked this turn except by two or more creatures.
Draw a card at the beginning of the next turn's upkeep.

Gorilla Warrior
{2}{G}
Creature -- Ape
3/2

Gossamer Chains
{W}{W}
Enchantment
Return Gossamer Chains to its owner's hand: Prevent all combat damage that would be dealt by target unblocked creature this turn.

Gosta Dirk
{3}{W}{W}{U}{U}
Creature -- Legend
4/4
First strike
Creatures with islandwalk may be blocked as though they didn't have islandwalk.

Graceful Antelope
{2}{W}{W}
Creature -- Antelope
1/4
Plainswalk
Whenever Graceful Antelope deals combat damage to a player, you may have target land become a plains until Graceful Antelope leaves play.

Grafted Skullcap
{4}
Artifact
At the beginning of your draw step, draw a card.
At the end of your turn, discard your hand.

Grand Coliseum
Land
Grand Coliseum comes into play tapped.
{T}: Add {1} to your mana pool.
{T}: Add one mana of any color to your mana pool. Grand Coliseum deals 1 damage to you.

Grand Melee
{3}{R}
Enchantment
All creatures attack each turn if able.
All creatures block each turn if able.

Grandmother Sengir

{4}{B}
Creature -- Legend
3/3
{1}{B}, {T}: Target creature gets -1/-1 until end of turn.

Granger Guildmage
{G}
Creature -- Wizard
1/1
{W}, {T}: Target creature gains first strike until end of turn.
{R}, {T}: Granger Guildmage deals 1 damage to target creature or player and 1 damage to you.

Granite Gargoyle
{2}{R}
Creature -- Gargoyle
2/2
Flying
{R}: Granite Gargoyle gets +0/+1 until end of turn.

Granite Grip
{2}{R}
Enchant Creature
Enchanted creature gets +1/+0 for each mountain you control.

Grapeshot Catapult
{4}
Artifact Creature
2/3
{T}: Grapeshot Catapult deals 1 damage to target creature with flying.

Grassland Crusader
{5}{W}
Creature -- Cleric Soldier
2/4
{T}: Target Elf or Soldier gets +2/+2 until end of turn.

Grasslands
Land
Grasslands comes into play tapped.
{T}, Sacrifice Grasslands: Search your library for a forest or plains card and put it into play. Then shuffle your library.

Gratuitous Violence
{2}{R}{R}{R}
Enchantment
If a creature you control would deal damage to a creature or player, it deals double that damage to that creature or player instead.

Grave Consequences
{1}{B}
Instant
Each player may remove any number of cards in his or her graveyard from the game. Then each player loses 1 life for each card in his or her graveyard. Draw a card.

Grave Defiler
{3}{B}
Creature -- Zombie
2/1
When Grave Defiler comes into play, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library.
{1}{B}: Regenerate Grave Defiler.

Grave Pact
{1}{B}{B}{B}
Enchantment
Whenever a creature you control is put into a graveyard from play, each other player sacrifices a creature.

Grave Robbers
{1}{B}{B}
Creature -- Robber
1/1
{B}, {T}: Remove target artifact card in a graveyard from the game. You gain 2 life.

Grave Servitude
{1}{B}
Enchant Creature
You may play Grave Servitude any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +3/-1 and is black.

Gravebane Zombie
{3}{B}
Creature -- Zombie
3/2
If Gravebane Zombie would be put into a graveyard from play, put Gravebane Zombie on top of its owner's library instead.

Gravebind
{B}
Instant
Target creature can't be regenerated this turn.
Draw a card at the beginning of the next turn's upkeep.

Graveborn Muse
{2}{B}{B}
Creature -- Zombie Spirit
3/3
At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control.

Gravedigger
{3}{B}
Creature -- Zombie
2/2
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.

Gravegouger
{2}{B}
Creature -- Nightmare Horror
2/2
When Gravegouger comes into play, remove up to two target cards in a single graveyard from the game.
When Gravegouger leaves play, return the removed cards to their owner's graveyard.

Gravel Slinger
{3}{W}
Creature -- Soldier
1/3
{T}: Gravel Slinger deals 1 damage to target attacking or blocking creature.
Morph {1}{W} (You may play this face down as a 2/2 creature for {3}. Turn it

face up any time for its morph cost.)

Gravespawn Sovereign
{4}{B}{B}
Creature -- Zombie Lord
3/3
Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

Gravestorm
{B}{B}{B}
Enchantment
At the beginning of your upkeep, target opponent may remove a card in his or her graveyard from the game. If that player doesn't, you may draw a card.

Gravity Sphere
{2}{R}
Enchant World
All creatures lose flying.

Graxiplon
{5}{U}
Creature -- Beast
3/4
Graxiplon is unblockable unless defending player controls three or more creatures that share a creature type.

Gray Ogre
{2}{R}
Creature -- Ogre
2/2

Great Defender
{W}
Instant
Target creature gets +0/+X until end of turn, where X is its converted mana cost.

Great Wall
{2}{W}
Enchantment
Creatures with plainswalk may be blocked as though they didn't have plainswalk.

Great Whale
{5}{U}{U}
Creature -- Whale
5/5
When Great Whale comes into play, if you played it from your hand, untap up to seven lands.

Greater Good
{2}{G}{G}
Enchantment
Sacrifice a creature: Draw cards equal to the sacrificed creature's power, then discard three cards from your hand.

Greater Realm of Preservation
{1}{W}
Enchantment
{1}{W}: The next time a black or red source of your choice would deal damage to you this turn, prevent that damage.

Greater Werewolf
{4}{B}

Creature -- Lycanthrope
2/4
At end of combat, put a -0/-2 counter on all creatures blocking or blocked by Greater Werewolf.

Greed
{3}{B}
Enchantment
{B}, Pay 2 life: Draw a card.

Greel, Mind Raker
{3}{B}{B}
Creature -- Spellshaper Legend
3/3
{X}{B}, {T}, Discard two cards from your hand: Target player discards X cards at random from his or her hand.

Greel's Caress
{1}{B}
Enchant Creature
You may play Greel's Caress any time you could play an instant.
Enchanted creature gets -3/-0.

Green Mana Battery
{4}
Artifact
{2}, {T}: Put a charge counter on Green Mana Battery.
{T}, Remove any number of charge counters from Green Mana Battery: Add {G} to your mana pool, then add an additional {G} to your mana pool for each charge counter removed this way.

Green Scarab
{W}
Enchant Creature
Enchanted creature can't be blocked by green creatures.
Enchanted creature gets +2/+2 as long as an opponent controls a green permanent.

Green Ward
{W}
Enchant Creature
Enchanted creature has protection from green. This effect doesn't remove Green Ward.

Greener Pastures
{2}{G}
Enchantment
At the beginning of each player's upkeep, if that player controls more lands than any other, the player puts a 1/1 green Saproling creature token into play.

Griffin Canyon
Land
{T}: Add one colorless mana to your mana pool.
{T}: Untap target Griffin and it gets +1/+1 until end of turn.

Grim Feast
{1}{B}{G}
Enchantment
At the beginning of your upkeep, Grim Feast deals 1 damage to you.
Whenever a creature is put into an opponent's graveyard from play, you gain life equal to its toughness.

Grim Lavamancer
{R}
Creature -- Wizard

1/1
{R}, {T}, Remove two cards in your graveyard from the game: Grim Lavamancer deals 2 damage to target creature or player.

Grim Monolith
{2}
Artifact
Grim Monolith doesn't untap during your untap step.
{T}: Add three colorless mana to your mana pool.
{4}: Untap Grim Monolith.

Grindstone
{1}
Artifact
{3}, {T}: Put the top two cards of target player's library into that player's graveyard. If both cards share a color, repeat this process.

Grinning Demon
{2}{B}{B}
Creature -- Demon
6/6
At the beginning of your upkeep, you lose 2 life.
Morph {2}{B}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Grinning Totem
{4}
Artifact
{2}, {T}, Sacrifice Grinning Totem: Search target opponent's library for a card and remove that card from the game. Then that player shuffles his or her library. You may play the card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into its owner's graveyard.

Grip of Amnesia
{1}{U}
Instant
Counter target spell unless its controller removes his or her graveyard from the game.
Draw a card.

Grip of Chaos
{4}{R}{R}
Enchantment
Whenever a spell or ability is put onto the stack, if it has a single target, reselect its target at random. (Select from among all legal targets.)

Grizzled Wolverine
{1}{R}{R}
Creature -- Wolverine
2/2
Whenever Grizzled Wolverine becomes blocked by one or more creatures, you may pay {R}. If you do, Grizzled Wolverine gets +2/+0 until end of turn.

Grizzly Bears
{1}{G}
Creature -- Bear
2/2

Grizzly Fate
{3}{G}{G}
Sorcery
Put two 2/2 green Bear creature tokens into play.
Threshold -- Instead put four 2/2 green Bear creature tokens into play.

Flashback {5}{G}{G} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Grollub
{2}{B}
Creature -- Beast
3/3
Whenever Grollub is dealt damage, each opponent gains that much life.

Grotesque Hybrid
{4}{B}
Creature -- Zombie
3/3
Whenever Grotesque Hybrid deals combat damage to a creature, destroy that creature. It can't be regenerated.
Discard a card from your hand: Grotesque Hybrid gains flying and protection from green and from white until end of turn.

Ground Seal
{1}{G}
Enchantment
When Ground Seal comes into play, draw a card.
Cards in graveyards can't be the targets of spells or abilities.

Groundskeeper
{G}
Creature -- Druid
1/1
{1}{G}: Return target basic land card from your graveyard to your hand.

Guard Dogs
{3}{W}
Creature -- Hound
2/2
{2}{W}, {T}: Choose a permanent you control. Prevent all combat damage target creature would deal this turn if it shares a color with that permanent.

Guardian Angel
{X}{W}
Instant
Prevent the next X damage that would be dealt to target creature or player this turn. Until end of turn, you may pay {1} any time you could play an instant. If you do, prevent the next 1 damage that would be dealt to that creature or player this turn.

Guardian Beast
{3}{B}
Creature -- Guardian
2/4
As long as Guardian Beast is untapped, noncreature artifacts you control can't be enchanted.
As long as Guardian Beast is untapped, if an effect would destroy a noncreature artifact you control, that artifact remains in play instead.
As long as Guardian Beast is untapped, if a player would gain control of a noncreature artifact you control, that artifact remains under your control instead.

Guerrilla Tactics
{1}{R}
Instant
Guerrilla Tactics deals 2 damage to target creature or player.
When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Guided Passage
{U}{R}{G}
Sorcery
Reveal the cards in your library. An opponent chooses from among them a creature card, a land card, and a noncreature, nonland card. You put the chosen cards into your hand. Then shuffle your library.

Guided Strike
{1}{W}
Instant
Target creature gets +1/+0 and gains first strike until end of turn.
Draw a card.

Guiding Spirit
{1}{W}{U}
Creature -- Angel
1/2
Flying
{T}: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library.

Guiltfeeder
{3}{B}{B}
Creature -- Horror
0/4
Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#
Whenever Guiltfeeder attacks and isn't blocked, defending player loses 1 life for each card in his or her graveyard.

Guilty Conscience
{W}
Enchant Creature
Whenever enchanted creature deals damage, Guilty Conscience deals that much damage to enchanted creature.

Gulf Squid
{3}{U}
Creature -- Beast
2/2
When Gulf Squid comes into play, tap all lands target player controls.

Guma
{2}{R}
Creature -- Cat
2/2
Protection from blue

Gurzigost
{3}{G}{G}
Creature -- Beast
6/8
At the beginning of your upkeep, sacrifice Gurzigost unless you put two cards from your graveyard on the bottom of your library.
{G}{G}, Discard a card from your hand: You may have Gurzigost deal its combat damage to defending player this turn as though it weren't blocked.

Gush
{4}{U}
Instant
You may return two islands you control to their owner's hand rather than pay Gush's mana cost.
Draw two cards.

Gustcloak Harrier
{1}{W}{W}
Creature -- Bird Soldier
2/2
Flying
Whenever Gustcloak Harrier becomes blocked, you may untap it and remove it from combat.

Gustcloak Runner
{W}
Creature -- Soldier
1/1
Whenever Gustcloak Runner becomes blocked, you may untap it and remove it from combat.

Gustcloak Savior
{4}{W}
Creature -- Bird Soldier
3/4
Flying
Whenever a creature you control becomes blocked, you may untap that creature and remove it from combat.

Gustcloak Sentinel
{2}{W}{W}
Creature -- Soldier
3/3
Whenever Gustcloak Sentinel becomes blocked, you may untap it and remove it from combat.

Gustcloak Skirmisher
{3}{W}
Creature -- Bird Soldier
2/3
Flying
Whenever Gustcloak Skirmisher becomes blocked, you may untap it and remove it from combat.

Gustha's Scepter
{0}
Artifact
When Gustha's Scepter leaves play, put all cards removed from the game with Gustha's Scepter into their owner's graveyard.
{T}: Remove a card in your hand from the game face down. You may look at it at any time.
{T}: Return a card you own removed from the game with Gustha's Scepter to your hand.

Gwendlyn Di Corci
{U}{B}{B}{R}
Creature -- Legend
3/5
{T}: Target player discards a card at random from his or her hand. Play this ability only during your turn.

Hail Storm
{1}{G}{G}
Instant
Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.

Hakim, Loreweaver
{3}{U}{U}

Creature -- Legend
2/4
Flying
{U}{U}: Return target enchant creature card from your graveyard to play enchanting Hakim, Loreweaver. Play this ability only during your upkeep and only if Hakim isn't enchanted.
{U}{U}, {T}: Destroy all enchantments enchanting Hakim.

Halam Djinn
{5}{R}
Creature -- Djinn
6/5
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Halam Djinn gets -2/-2 as long as red is the most common color among all permanents or is tied for most common.

Halberdier
{3}{R}
Creature -- Barbarian
3/1
First strike

Halfdane
{1}{W}{U}{B}
Creature -- Legend
3/3
At the beginning of your upkeep, Halfdane's power and toughness become equal to the power and toughness of target creature other than Halfdane, until the end of your next upkeep.

Hall of Gemstone
{1}{G}{G}
Enchant World
At the beginning of each player's upkeep, that player chooses a color. Until end of turn, lands tapped for mana produce mana of the chosen color instead of their normal color.

Hallowed Ground
{1}{W}
Enchantment
{W}{W}: Return target non-snow-covered land you control to its owner's hand.

Hallowed Healer
{2}{W}
Creature -- Cleric
1/1
{T}: Prevent the next 2 damage that would be dealt to target creature or player this turn.
Threshold -- {T}: Prevent the next 4 damage that would be dealt to target creature or player this turn. #(Play this ability only if seven or more cards are in your graveyard.)#

Halls of Mist
Land
Cumulative upkeep {1}
Creatures that attacked during their controller's last turn can't attack.

Hammer Mage
{1}{R}
Creature -- Spellshaper
1/1
{X}{R}, {T}, Discard a card from your hand: Destroy all artifacts with converted mana cost X or less.

Hammer of Bogardan
{1}{R}{R}
Sorcery
Hammer of Bogardan deals 3 damage to target creature or player.
{2}{R}{R}{R}: Return Hammer of Bogardan from your graveyard to your hand. Play this ability only during your upkeep.

Hammerhead Shark
{1}{U}
Creature -- Fish
2/3
Hammerhead Shark can't attack unless defending player controls an island.

Hammerheim
Legendary Land
{T}: Add {R} to your mana pool.
{T}: Target creature loses all landwalk abilities until end of turn.

Hand of Justice
{5}{W}
Creature -- Avatar
2/6
{T}, Tap three untapped white creatures you control: Destroy target creature.

Hand to Hand
{2}{R}
Enchantment
Instants and activated abilities, other than mana abilities, can't be played during the combat phase.

Hanna, Ship's Navigator
{1}{W}{U}
Creature -- Legend
1/2
{1}{W}{U}, {T}: Return target artifact or enchantment card from your graveyard to your hand.

Hanna's Custody
{2}{W}
Enchantment
Artifacts can't be the target of spells or abilities.

Hapless Researcher
{U}
Creature -- Wizard
1/1
Sacrifice Hapless Researcher: Draw a card, then discard a card from your hand.

Harbinger of Night
{2}{B}{B}
Creature -- Spirit
2/3
At the beginning of your upkeep, put a -1/-1 counter on each creature.

Harbor Guardian
{2}{W}{U}
Creature -- Guardian
3/4
Harbor Guardian may block as though it had flying.
Whenever Harbor Guardian attacks, defending player may draw a card.

Harmattan Efreet
{2}{U}{U}

Creature -- Efreet
2/2
Flying
{1}{U}{U}: Target creature gains flying until end of turn.

Harmonic Convergence
{2}{G}
Instant
Return all enchantments to top of their owners' libraries.

Harrow
{2}{G}
Instant
As an additional cost to play Harrow, sacrifice a land.
Search your library for up to two basic land cards and put them into play. Then shuffle your library.

Harsh Judgment
{2}{W}{W}
Enchantment
As Harsh Judgment comes into play, choose a color.
If an instant or sorcery spell of the chosen color would deal damage to you, it deals that damage to its controller instead.

Harsh Mercy
{2}{W}
Sorcery
Each player chooses a creature type. Destroy all creatures that aren't of a type chosen this way. They can't be regenerated.

Harvest Mage
{G}
Creature -- Spellshaper
1/1
{G}, {T}, Discard a card from your hand: Until end of turn, if you tap a land for mana, it produces one mana of any color instead of its normal type and amount.

Harvest Wurm
{1}{G}
Creature -- Wurm
3/2
When Harvest Wurm comes into play, sacrifice it unless you return a basic land card from your graveyard to your hand.

Harvester Druid
{1}{G}
Creature -- Druid
1/1
{T}: Add to your mana pool one mana of any color that a land you control could produce.

Hasran Ogress
{B}{B}
Creature -- Ogre
3/2
Whenever Hasran Ogress attacks, it deals 3 damage to you unless you pay {2}.

Hate Weaver
{1}{B}
Creature -- Wizard
2/1
{2}: Target blue or red creature gets +1/+0 until end of turn.

Hatred
{3}{B}{B}
Instant
As an additional cost to play Hatred, pay any amount of life.
Target creature gets +X/+0 until end of turn, where X is the amount of life paid this way.

Haunted Angel
{2}{W}
Creature -- Angel
3/3
Flying
When Haunted Angel is put into a graveyard from play, remove Haunted Angel from the game and each other player puts a 3/3 black Angel creature token with flying into play.

Haunted Cadaver
{3}{B}
Creature -- Zombie
2/2
Whenever Haunted Cadaver deals combat damage to a player, you may sacrifice it. If you do, that player discards three cards from his or her hand.
Morph {1}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Haunted Crossroads
{2}{B}
Enchantment
{B}: Put target creature card from your graveyard on top of your library.

Haunting Apparition
{1}{U}{B}
Creature -- Ghost
1+*/2
Flying
As Haunting Apparition comes into play, choose an opponent.
Haunting Apparition's power is equal to 1 plus the number of green creature cards in the chosen player's graveyard.

Haunting Echoes
{3}{B}{B}
Sorcery
Remove all cards in target player's graveyard other than basic land cards from the game. Search that player's library for all cards with the same name as cards removed this way and remove them from the game. Then that player shuffles his or her library.

Haunting Misery
{1}{B}{B}
Sorcery
As an additional cost to play Haunting Misery, remove any number of creature cards in your graveyard from the game.
Haunting Misery deals X damage to target player, where X is the number of cards removed this way.

Haunting Wind
{3}{B}
Enchantment
Whenever an artifact becomes tapped or a player plays an artifact's activated ability without {T} in its activation cost, Haunting Wind deals 1 damage to that artifact's controller.

Havenwood Battleground
Land

Havenwood Battleground comes into play tapped.
{T}: Add {G} to your mana pool.
{T}, Sacrifice Havenwood Battleground: Add {G}{G} to your mana pool.

Havoc
{1}{R}
Enchantment
Whenever an opponent plays a white spell, he or she loses 2 life.

Havoc Demon
{5}{B}{B}
Creature -- Demon
5/5
Flying
When Havoc Demon is put into a graveyard from play, all creatures get -5/-5 until end of turn.

Hawkeater Moth
{3}{G}
Creature -- Insect
1/2
Flying
Hawkeater Moth can't be the target of spells or abilities.

Hazduhr the Abbot
{3}{W}{W}
Creature -- Legend
2/5
{X}, {T}: The next X damage that would be dealt this turn to target white creature you control is dealt to Hazduhr the Abbot instead.

Hazerider Drake
{2}{W}{U}
Creature -- Drake
2/3
Flying, protection from red

Hazezon Tamar
{4}{R}{G}{W}
Creature -- Legend
2/4
At the beginning of your upkeep, if Hazezon Tamar came into play since the beginning of your last upkeep, put X 1/1 red, green, and white Sand Warrior creature tokens into play, where X is the number of lands you control.
When Hazezon Tamar leaves play, remove all Sand Warrior tokens from the game.

Hazy Homunculus
{1}{U}
Creature -- Illusion
1/1
Hazy Homunculus is unblockable as long as defending player controls an untapped land.

Head Games
{3}{B}{B}
Sorcery
Target opponent puts the cards from his or her hand on top of his or her library. Search that player's library for that many cards. The player puts those cards into his or her hand, then shuffles his or her library.

Headhunter
{1}{B}
Creature -- Cleric
1/1

Whenever Headhunter deals combat damage to a player, that player discards a card from his or her hand.
Morph {B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Headless Horseman
{2}{B}
Creature -- Horseman
2/2

Headlong Rush
{1}{R}
Instant
Attacking creatures gain first strike until end of turn.

Headstone
{1}{B}
Instant
Remove target card in a graveyard from the game.
Draw a card at the beginning of the next turn's upkeep.

Heal
{W}
Instant
Prevent the next 1 damage that would be dealt to target creature or player this turn.
Draw a card at the beginning of the next turn's upkeep.

Healing Salve
{W}
Instant
Choose one -- Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

Heart of Bogardan
{2}{R}{R}
Enchantment
Cumulative upkeep {2}
When Heart of Bogardan's cumulative upkeep isn't paid, it deals damage equal to its last paid cumulative upkeep to target player and each creature he or she controls.

Heart of Ramos
{3}
Artifact
{T}: Add one red mana to your mana pool.
Sacrifice Heart of Ramos: Add one red mana to your mana pool.

Heart of Yavimaya
Land
If Heart of Yavimaya would come into play, sacrifice a forest instead. If you do, put Heart of Yavimaya into play. If you don't, put it into its owner's graveyard.
{T}: Add {G} to your mana pool.
{T}: Target creature gets +1/+1 until end of turn.

Heart Sliver
{1}{R}
Creature -- Sliver
1/1
All Slivers have haste. #(They may attack and #{T}# the turn they come under your control.)#

Heart Warden

{1}{G}
Creature -- Elf
1/1
{T}: Add one green mana to your mana pool.
{2}, Sacrifice Heart Warden: Draw a card.

Heart Wolf
{3}{R}
Creature -- Wolf
2/2
First strike
{T}: Target Dwarf gains first strike and gets +2/+0 until end of turn. When that Dwarf leaves play this turn, sacrifice Heart Wolf. Play this ability only during combat.

Hearth Charm
{R}
Instant
Choose one -- Destroy target artifact creature; or attacking creatures get +1/+0 until end of turn; or target creature with power 2 or less is unblockable this turn.

Heartstone
{3}
Artifact
Creatures' activated abilities cost {1} less to play. If this would make an ability cost 0 or less mana to play, it costs {1}, plus any nonmana costs.

Heartwood Dryad
{1}{G}
Creature -- Dryad
2/1
Heartwood Dryad may block as though it had shadow.

Heartwood Giant
{3}{G}{G}
Creature -- Giant
4/4
{T}, Sacrifice a forest: Heartwood Giant deals 2 damage to target player.

Heartwood Treefolk
{2}{G}{G}
Creature -- Treefolk
3/4
Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#

Heat of Battle
{1}{R}
Enchantment
Whenever a creature blocks, Heat of Battle deals 1 damage to that creature's controller.

Heat Ray
{X}{R}
Instant
Heat Ray deals X damage to target creature.

Heat Stroke
{2}{R}
Enchantment
Whenever a creature blocks or becomes blocked, destroy it at end of combat.

Heat Wave

{2}{R}
Enchantment
Cumulative upkeep {R}
Blue creatures can't block creatures you control.
Nonblue creatures can't block creatures you control unless their controller pays 1 life for each blocking creature he or she controls.

Heaven's Gate
{W}
Instant
Any number of target creatures become white until end of turn.

Heavy Ballista
{3}{W}
Creature -- Soldier
2/3
{T}: Heavy Ballista deals 2 damage to target attacking or blocking creature.

Hecatomb
{1}{B}{B}
Enchantment
When Hecatomb comes into play, sacrifice Hecatomb unless you sacrifice four creatures.
Tap an untapped swamp you control: Hecatomb deals 1 damage to target creature or player.

Heedless One
{3}{G}
Creature -- Elf Avatar
/
Trample
Heedless One's power and toughness are each equal to the number of Elves in play.

Heightened Awareness
{3}{U}{U}
Enchantment
As Heightened Awareness comes into play, discard your hand.
At the beginning of your draw step, draw a card.

Helionaut
{2}{W}
Creature -- Soldier
1/2
Flying
{1}, {T}: Add one mana of any color to your mana pool.

Hell Swarm
{B}
Instant
All creatures get -1/-0 until end of turn.

Hell-Bent Raider
{1}{R}{R}
Creature -- Barbarian
2/2
First strike, haste
Discard a card at random from your hand: Hell-Bent Raider gains protection from white until end of turn.

Hellfire
{2}{B}{B}{B}
Sorcery
Destroy all nonblack creatures. Hellfire deals X plus 3 damage to you, where X

is the number of creatures put into all graveyards this way.

Hell's Caretaker
{3}{B}
Creature -- Hell's-Caretaker
1/1
{T}, Sacrifice a creature: Return target creature card from your graveyard to play. Play this ability only during your upkeep.

Helm of Awakening
{2}
Artifact
Spells cost {1} less to play.

Helm of Chatzuk
{1}
Artifact
{1}, {T}: Target creature gains banding until end of turn.

Helm of Obedience
{4}
Artifact
{1}{X}, {T}: Put the top card of target opponent's library into his or her graveyard. Repeat this process an additional X times or until you put a creature card into that graveyard, whichever comes first. If the last card put into that graveyard this way is a creature card, sacrifice Helm of Obedience and put that card into play under your control.

Helm of Possession
{4}
Artifact
You may choose not to untap Helm of Possession during your untap step.
{2}, {T}, Sacrifice a creature: You control target creature as long as you control Helm of Possession and Helm of Possession remains tapped.

Hematite Talisman
{2}
Artifact
Whenever a red spell is played, you may pay {3}. If you do, untap target permanent.

Henge Guardian
{5}
Artifact Creature
3/4
{2}: Henge Guardian gains trample until end of turn.

Henge of Ramos
Land
{T}: Add one colorless mana to your mana pool.
{2}, {T}: Add one mana of any color to your mana pool.

Herald of Serra
{2}{W}{W}
Creature -- Angel
3/4
Flying; echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
Attacking doesn't cause Herald of Serra to tap.

Hermetic Study
{1}{U}
Enchant Creature
Enchanted creature has "{T}: This creature deals 1 damage to target creature or

player."

Hermit Druid
{1}{G}
Creature -- Druid
1/1
{G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.

Heroes' Reunion
{G}{W}
Instant
Target player gains 7 life.

Heroic Defiance
{1}{W}
Enchant Creature
Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

Heroism
{2}{W}
Enchantment
Sacrifice a white creature: For each attacking red creature, prevent all combat damage that would be dealt by it this turn unless the attacking player pays {2}{R}.

Hero's Resolve
{1}{W}
Enchant Creature
Enchanted creature gets +1/+5.

Hesitation
{1}{U}
Enchantment
When a spell is played, sacrifice Hesitation. If you do, counter that spell.

Hibernation
{2}{U}
Instant
Return all green permanents to their owners' hands.

Hibernation Sliver
{U}{B}
Creature -- Sliver
2/2
All Slivers have "Pay 2 life: Return this creature to its owner's hand."

Hickory Woodlot
Land
Hickory Woodlot comes into play tapped with two depletion counters on it.
{T}, Remove a depletion counter from Hickory Woodlot: Add two green mana to your mana pool. If there are no depletion counters on Hickory Woodlot, sacrifice it.

Hidden Ancients
{1}{G}
Enchantment
When an opponent plays an enchantment spell, if Hidden Ancients is an enchantment, Hidden Ancients becomes a 5/5 Treefolk creature.

Hidden Gibbons
{G}
Enchantment

When an opponent plays an instant spell, if Hidden Gibbons is an enchantment, Hidden Gibbons becomes a 4/4 Ape creature.

Hidden Guerrillas
{G}
Enchantment
When an opponent plays an artifact spell, if Hidden Guerrillas is an enchantment, Hidden Guerrillas becomes a 5/3 Soldier creature with trample.

Hidden Herd
{G}
Enchantment
When an opponent plays a nonbasic land, if Hidden Herd is an enchantment, Hidden Herd becomes a 3/3 Beast creature.

Hidden Horror
{1}{B}{B}
Creature -- Horror
4/4
When Hidden Horror comes into play, sacrifice it unless you discard a creature card from your hand.

Hidden Path
{2}{G}{G}{G}{G}
Enchantment
Green creatures have forestwalk. #(They're unblockable as long as defending player controls a forest.)#

Hidden Predators
{G}
Enchantment
When an opponent controls a creature with power 4 or greater, if Hidden Predators is an enchantment, Hidden Predators becomes a 4/4 Beast creature.

Hidden Retreat
{2}{W}
Enchantment
Put a card from your hand on top of your library: Prevent all damage that would be dealt by target instant or sorcery spell this turn.

Hidden Spider
{G}
Enchantment
When a creature with flying comes into play under an opponent's control, if Hidden Spider is an enchantment, Hidden Spider becomes a 3/5 Spider creature that may block as though it had flying.

Hidden Stag
{1}{G}
Enchantment
Whenever an opponent plays a land, if Hidden Stag is an enchantment, Hidden Stag becomes a 3/2 Beast creature.
Whenever you play a land, if Hidden Stag is a creature, Hidden Stag becomes an enchantment.

High Ground
{W}
Enchantment
Each creature you control may block an additional creature.

High Market
Land
{T}: Add one colorless mana to your mana pool.
{T}, Sacrifice a creature: You gain 1 life.

High Seas
{2}{U}
Enchantment
Red creature spells and green creature spells cost {1} more to play.

High Tide
{U}
Instant
Until end of turn, whenever a player taps an island for mana, that player adds an additional {U} to his or her mana pool.

Highway Robber
{2}{B}{B}
Creature -- Mercenary
2/2
When Highway Robber comes into play, you gain 2 life and target opponent loses 2 life.

Hill Giant
{3}{R}
Creature -- Giant
3/3

Hindering Touch
{3}{U}
Instant
Counter target spell unless its controller pays {2}.
Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Hint of Insanity
{2}{B}
Sorcery
Target player reveals his or her hand. That player discards from it all nonland cards with the same name as another card in his or her hand.

Hipparion
{1}{W}
Creature -- Hipparion
1/3
Hipparion can't block creatures with power 3 or greater unless you pay {1}.
#(This cost is paid as blockers are declared.)#

Hired Giant
{3}{R}
Creature -- Giant
4/4
When Hired Giant comes into play, each other player may search his or her library for a land card, put that card into play, then shuffle that library.

Hivis of the Scale
{3}{R}{R}
Creature -- Legend
3/4
You may choose not to untap Hivis of the Scale during your untap step.
{T}: Gain control of target Dragon as long as Hivis remains tapped and as long as you control Hivis.

Hoar Shade
{3}{B}
Creature -- Shade
1/2
{B}: Hoar Shade gets +1/+1 until end of turn.

Hobble
{2}{W}
Enchant Creature
When Hobble comes into play, draw a card.
Enchanted creature can't attack.
Enchanted creature can't block if it's black.

Holistic Wisdom
{1}{G}{G}
Enchantment
{2}, Remove a card in your hand from the game: Return target card from your graveyard to your hand if it shares a type with the card removed this way. #(The card types are artifact, creature, enchantment, instant, land, and sorcery.)#

Hollow Dogs
{4}{B}
Creature -- Hound
3/3
Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn.

Hollow Specter
{1}{B}{B}
Creature -- Specter
2/2
Flying
Whenever Hollow Specter deals combat damage to a player, you may pay {X}. If you do, that player reveals X cards from his or her hand and you choose one of them. That player discards that card.

Hollow Trees
Land
Hollow Trees comes into play tapped.
You may choose not to untap Hollow Trees during your untap step.
At the beginning of your upkeep, if Hollow Trees is tapped, put a storage counter on it.
{T}, Remove any number of storage counters from Hollow Trees: Add {G} to your mana pool for each storage counter removed this way.

Hollow Warrior
{4}
Artifact Creature -- Golem
4/4
Hollow Warrior can't attack or block unless you tap an untapped creature you control not declared as an attacking or blocking creature this turn. #(This cost is paid as attackers or blockers are declared.)#

Holy Armor
{W}
Enchant Creature
Enchanted creature gets +0/+2.
{W}: Enchanted creature gets +0/+1 until end of turn.

Holy Day
{W}
Instant
Prevent all combat damage that would be dealt this turn.

Holy Light
{2}{W}
Instant
Nonwhite creatures get -1/-1 until end of turn.

Holy Strength

{W}
Enchant Creature
Enchanted creature gets +1/+2.

Homarid
{2}{U}
Creature -- Homarid
2/2
Homarid comes into play with a tide counter on it.
At the beginning of your upkeep, put a tide counter on Homarid.
As long as there is exactly one tide counter on Homarid, it gets -1/-1.
As long as there are exactly three tide counters on Homarid, it gets +1/+1.
Whenever there are four tide counters on Homarid, remove all tide counters from it.

Homarid Shaman
{2}{U}{U}
Creature -- Homarid
2/1
{U}: Tap target green creature.

Homarid Spawning Bed
{U}{U}
Enchantment
{1}{U}{U}, Sacrifice a blue creature: Put X 1/1 blue Camarid creature tokens into play, where X is the converted mana cost of the sacrificed creature.

Homarid Warrior
{4}{U}
Creature -- Homarid
3/3
{U}: Homarid Warrior can't be the target of spells or abilities this turn and doesn't untap during your next untap step. Tap Homarid Warrior.

Honor Guard
{W}
Creature -- Soldier
1/1
{W}: Honor Guard gets +0/+1 until end of turn.

Honor the Fallen
{1}{W}
Instant
Remove all creature cards in all graveyards from the game. You gain 1 life for each card removed this way.

Honorable Passage
{1}{W}
Instant
The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage. If damage from a red source is prevented this way, Honorable Passage deals damage equal to the damage prevented this way to the source's controller.

Honorable Scout
{W}
Creature -- Soldier
1/1
When Honorable Scout comes into play, you gain 2 life for each black and/or red creature target opponent controls.

Hooded Kavu
{2}{R}
Creature -- Kavu

2/2
{B}: Hooded Kavu gains fear until end of turn. #(It can't be blocked except by artifact creatures and/or black creatures.)#

Hoodwink
{1}{U}
Instant
Return target artifact, enchantment, or land to its owner's hand.

Hope and Glory
{1}{W}
Instant
Untap two target creatures. Each of them gets +1/+1 until end of turn.

Hope Charm
{W}
Instant
Choose one -- Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.

Hopping Automaton
{3}
Artifact Creature
2/2
{0}: Hopping Automaton gets -1/-1 and gains flying until end of turn.

Horn of Deafening
{4}
Artifact
{2}, {T}: Prevent all combat damage that would be dealt by target creature this turn.

Horn of Greed
{3}
Artifact
Whenever a player plays a land, that player draws a card.

Horn of Plenty
{6}
Artifact
Whenever a player plays a spell, he or she may pay {1}. If that player does, he or she draws a card at end of turn.

Horn of Ramos
{3}
Artifact
{T}: Add one green mana to your mana pool.
Sacrifice Horn of Ramos: Add one green mana to your mana pool.

Horned Cheetah
{2}{G}{W}
Creature -- Cat
2/2
Whenever Horned Cheetah deals damage, you gain that much life.

Horned Kavu
{R}{G}
Creature -- Kavu
3/4
When Horned Kavu comes into play, return a red or green creature you control to its owner's hand.

Horned Sliver
{2}{G}

Creature -- Sliver
2/2
All Slivers have trample.

Horned Troll
{2}{G}
Creature -- Troll
2/2
{G}: Regenerate Horned Troll.

Horned Turtle
{2}{U}
Creature -- Turtle
1/4

Hornet Cannon
{4}
Artifact
{3}, {T}: Put a 1/1 Hornet artifact creature token with flying and haste into play. Destroy that creature at end of turn. #(It may attack and #{T}# the turn it comes under your control.)#

Hornet Cobra
{1}{G}{G}
Creature -- Cobra
2/1
First strike

Horrible Hordes
{3}
Artifact Creature
2/2
Rampage 1 #(Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)#

Horror of Horrors
{3}{B}{B}
Enchantment
Sacrifice a swamp: Regenerate target black creature.

Horseshoe Crab
{2}{U}
Creature -- Crab
1/3
{U}: Untap Horseshoe Crab.

Hot Springs
{1}{G}
Enchant Land
Hot Springs can enchant only a land you control.
Enchanted land has "{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn."

Howl from Beyond
{X}{B}
Instant
Target creature gets +X/+0 until end of turn.

Howling Gale
{1}{G}
Instant
Howling Gale deals 1 damage to each creature with flying and each player.
Flashback {1}{G} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Howling Mine
{2}
Artifact
At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.

Howling Wolf
{2}{G}{G}
Creature -- Wolf
2/2
When Howling Wolf comes into play, you may search your library for up to three cards named Howling Wolf, reveal them, and put them into your hand. If you do, shuffle your library.

Hulking Cyclops
{3}{R}{R}
Creature -- Giant
5/5
Hulking Cyclops can't block.

Hulking Ogre
{2}{R}
Creature -- Ogre
3/3
Hulking Ogre can't block.

Hull Breach
{R}{G}
Sorcery
Choose one -- Destroy target artifact; or destroy target enchantment; or destroy target artifact and target enchantment.

Humble
{1}{W}
Instant
Target creature loses all abilities and becomes 0/1 until end of turn.

Humility
{2}{W}{W}
Enchantment
All creatures lose all abilities and are 1/1.

Hunding Gjornersen
{3}{W}{U}{U}
Creature -- Legend
5/4
Rampage 1 #(Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)#

Hundroog
{6}{G}
Creature -- Beast
4/7
Cycling {3} ({3}, Discard this card from your hand: Draw a card.)

Hungry Mist
{2}{G}{G}
Creature -- Mist
6/2
At the beginning of your upkeep, sacrifice Hungry Mist unless you pay {G}{G}.

Hunted Wumpus
{3}{G}

Creature -- Beast
6/6
When Hunted Wumpus comes into play, each other player may put a creature card from his or her hand into play under his or her control.

Hunter Sliver
{1}{R}
Creature -- Sliver
1/1
All Slivers have provoke. (When a Sliver attacks, its controller may have target creature defending player controls untap and block it if able.)

Hunting Drake
{4}{U}
Creature -- Drake
2/2
Flying
When Hunting Drake comes into play, put target red or green creature on top of its owner's library.

Hunting Grounds
{G}{W}
Enchantment
Threshold -- Whenever an opponent plays a spell, you may put a creature card from your hand into play. (You have threshold as long as seven or more cards are in your graveyard.)

Hunting Kavu
{1}{R}{G}
Creature -- Kavu
2/3
{1}{R}{G}, {T}: Remove from the game Hunting Kavu and target creature without flying that's attacking you.

Hunting Moa
{2}{G}
Creature -- Beast
3/2
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
Whenever Hunting Moa comes into play or is put into a graveyard from play, put a +1/+1 counter on target creature.

Hunting Pack
{5}{G}{G}
Instant
Put a 4/4 green Beast creature token into play.
Storm (When you play this spell, copy it for each spell played before it this turn.)

Hurkyl's Recall
{1}{U}
Instant
Return all artifacts target player owns to his or her hand.

Hurloon Minotaur
{1}{R}{R}
Creature -- Minotaur
2/3

Hurloon Shaman
{1}{R}{R}
Creature -- Minotaur
2/3

When Hurloon Shaman is put into a graveyard from play, each player sacrifices a land.

Hurr Jackal
{R}
Creature -- Jackal
1/1
{T}: Target creature can't be regenerated this turn.

Hurricane
{X}{G}
Sorcery
Hurricane deals X damage to each creature with flying and each player.

Hush
{3}{G}
Sorcery
Destroy all enchantments.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Hyalopterous Lemure
{4}{B}
Creature -- Lemure
4/3
{0}: Hyalopterous Lemure gets -1/-0 and gains flying until end of turn.

Hydroblast
{U}
Instant
Choose one -- Counter target spell if it's red; or destroy target permanent if it's red.

Hydromorph Guardian
{2}{U}
Creature -- Guardian
2/2
{U}, Sacrifice Hydromorph Guardian: Counter target spell that targets one or more creatures you control.

Hydromorph Gull
{3}{U}{U}
Creature -- Bird Guardian
3/3
Flying
{U}, Sacrifice Hydromorph Gull: Counter target spell that targets one or more creatures you control.

Hymn of Rebirth
{3}{G}{W}
Sorcery
Put target creature card from a graveyard into play under your control.

Hymn to Tourach
{B}{B}
Sorcery
Target player discards two cards at random from his or her hand.

Hyperion Blacksmith
{1}{R}{R}
Creature -- Smith
2/2
{T}: Tap or untap target artifact an opponent controls.

Hypnotic Cloud

{1}{B}
Sorcery
Kicker {4} #(You may pay an additional #{4}# as you play this spell.)#
Target player discards a card from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Hypnotic Specter
{1}{B}{B}
Creature -- Specter
2/2
Flying
Whenever Hypnotic Specter deals damage to an opponent, that player discards a card at random from his or her hand.

Hypnox
{8}{B}{B}{B}
Creature -- Nightmare Horror
8/8
Flying
When Hypnox comes into play, if you played it from your hand, remove all cards in target opponent's hand from the game.
When Hypnox leaves play, return the removed cards to their owner's hand.

Hypochondria
{1}{W}
Enchantment
{W}, Discard a card from your hand: Prevent the next 3 damage that would be dealt to target creature or player this turn.
{W}, Sacrifice Hypochondria: Prevent the next 3 damage that would be dealt to target creature or player this turn.

Hystrodon
{4}{G}
Creature -- Beast
3/4
Trample
Whenever Hystrodon deals combat damage to a player, you may draw a card.
Morph {1}{G}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Icatian Infantry
{W}
Creature -- Soldier
1/1
{1}: Icatian Infantry gains banding until end of turn.
{1}: Icatian Infantry gains first strike until end of turn.

Icatian Javelineers
{W}
Creature -- Soldier
1/1
Icatian Javelineers comes into play with a javelin counter on it.
{T}, Remove a javelin counter from Icatian Javelineers: Icatian Javelineers deals 1 damage to target creature or player.

Icatian Lieutenant
{W}{W}
Creature -- Soldier
1/2
{1}{W}: Target Soldier gets +1/+0 until end of turn.

Icatian Moneychanger
{W}
Creature -- Townsfolk

0/2
Icatian Moneychanger comes into play with three credit counters on it.
When Icatian Moneychanger comes into play, it deals 3 damage to you.
At the beginning of your upkeep, put a credit counter on Icatian Moneychanger.
Sacrifice Icatian Moneychanger: You gain 1 life for each credit counter on Icatian Moneychanger. Play this ability only during your upkeep.

Icatian Phalanx
{4}{W}
Creature -- Soldier
2/4
Banding

Icatian Priest
{W}
Creature -- Cleric
1/1
{1}{W}{W}: Target creature gets +1/+1 until end of turn.

Icatian Scout
{W}
Creature -- Soldier
1/1
{1}, {T}: Target creature gains first strike until end of turn.

Icatian Skirmishers
{3}{W}
Creature -- Soldier
1/1
Banding, first strike
Whenever Icatian Skirmishers attacks, all creatures banded with it gain first strike until end of turn.

Icatian Store
Land
Icatian Store comes into play tapped.
You may choose not to untap Icatian Store during your untap step.
At the beginning of your upkeep, if Icatian Store is tapped, put a storage counter on it.
{T}, Remove any number of storage counters from Icatian Store: Add {W} to your mana pool for each storage counter removed this way.

Icatian Town
{5}{W}
Sorcery
Put four 1/1 white Citizen creature tokens into play.

Ice Cauldron
{4}
Artifact
{X}, {T}: Put a charge counter on Ice Cauldron and remove a nonland card in your hand from the game. You may play that card as though it were in your hand. Note the type and amount of mana used to pay this activation cost. Play this ability only if there are no charge counters on Ice Cauldron.
{T}, Remove a charge counter from Ice Cauldron: Add to your mana pool mana of the type and amount last used to put a charge counter on Ice Cauldron. Spend this mana only to play the last card removed from the game with Ice Cauldron.

Ice Cave
{3}{U}{U}
Enchantment
Whenever a player plays a spell, any other player may pay that spell's mana cost. If a player does, counter the spell. #(Mana cost includes color.)#

Ice Floe
Land
You may choose not to untap Ice Floe during your untap step.
{T}: Tap target creature without flying that's attacking you. It doesn't untap during its controller's untap step as long as Ice Floe remains tapped.

Ice Storm
{2}{G}
Sorcery
Destroy target land.

Iceberg
{X}{U}{U}
Enchantment
Iceberg comes into play with X ice counters on it.
{3}: Put an ice counter on Iceberg.
Remove an ice counter from Iceberg: Add one colorless mana to your mana pool.

Icequake
{1}{B}{B}
Sorcery
Destroy target land. If that land is a snow-covered land, Icequake deals 1 damage to the land's controller.

Ichneumon Druid
{1}{G}{G}
Creature -- Druid
1/1
Whenever an opponent plays an instant spell other than the first instant spell that player plays each turn, Ichneumon Druid deals 4 damage to him or her.

Ichorid
{3}{B}
Creature -- Horror
3/1
Haste
At end of turn, sacrifice Ichorid.
At the beginning of your upkeep, if Ichorid is in your graveyard, you may remove a black creature card in your graveyard other than Ichorid from the game. If you do, return Ichorid to play.

Icy Manipulator
{4}
Artifact
{1}, {T}: Tap target artifact, creature, or land.

Icy Prison
{U}{U}
Enchantment
When Icy Prison comes into play, remove target creature from the game.
At the beginning of your upkeep, sacrifice Icy Prison unless any player pays {3}.
When Icy Prison leaves play, return the removed creature to play under its owner's control.

Ifh-Biff Efreet
{2}{G}{G}
Creature -- Efreet
3/3
Flying
{G}: Ifh-Biff Efreet deals 1 damage to each creature with flying and each player. Any player may play this ability.

Igneous Golem

{5}
Artifact Creature -- Golem
3/4
{2}: Igneous Golem gains trample until end of turn.

Ignoble Soldier
{2}{W}
Creature -- Soldier
3/1
Whenever Ignoble Soldier becomes blocked, prevent all combat damage that would be dealt by it this turn.

Ihsan's Shade
{3}{B}{B}{B}
Creature -- Legend
5/5
Protection from white

Ill-Gotten Gains
{2}{B}{B}
Sorcery
Remove Ill-Gotten Gains from the game.
Each player discards his or her hand, then returns up to three cards from his or her graveyard to his or her hand.

Illicit Auction
{3}{R}{R}
Sorcery
Each player may bid life for control of target creature. You begin the bidding at 0. In turn order, each player may top the high bid. The auction ends if the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature. #(This effect doesn't end at end of turn.)#

Illuminate
{X}{R}
Sorcery
Kicker {2}{R} and/or {3}{U} #(You may pay an additional #{2}{R}# and/or #{3}{U}# as you play this spell.)#
Illuminate deals X damage to target creature. If you paid the {2}{R} kicker cost, Illuminate deals X damage to that creature's controller. If you paid the {3}{U} kicker cost, you draw X cards.

Illuminated Wings
{1}{U}
Enchant Creature
Enchanted creature has flying.
{2}, Sacrifice Illuminated Wings: Draw a card.

Illumination
{W}{W}
Instant
Counter target artifact or enchantment spell. Its controller gains life equal to its converted mana cost.

Illusion // Reality
{U} // {2}{G}
Instant // Instant
Target spell or permanent becomes the color of your choice until end of turn. // Destroy target artifact.

Illusionary Forces
{3}{U}
Creature -- Illusion
4/4

Flying
Cumulative upkeep {U}

Illusionary Mask
{2}
Artifact
{X}: Put a creature card with converted mana cost X or less from your hand into play face down as a 0/1 creature. Put X mask counters on that creature. Play this ability only any time you could play a sorcery. You may turn the creature face up any time you could play an instant by removing all mask counters from it.

Illusionary Presence
{1}{U}{U}
Creature -- Illusion
2/2
Cumulative upkeep {U}
At the beginning of your upkeep, Illusionary Presence gains the landwalk ability of your choice until end of turn. #(It's unblockable as long as defending player controls a land of that type.)#

Illusionary Terrain
{U}{U}
Enchantment
Cumulative upkeep {2}
As Illusionary Terrain comes into play, choose two basic land types.
Basic lands of the first chosen type are of the second chosen type.

Illusionary Wall
{4}{U}
Creature -- Wall
7/4
#(Walls can't attack.)#
Flying, first strike
Cumulative upkeep {U}

Illusions of Grandeur
{3}{U}
Enchantment
Cumulative upkeep {2}
When Illusions of Grandeur comes into play, you gain 20 life.
When Illusions of Grandeur leaves play, you lose 20 life.

Imagecrafter
{U}
Creature -- Wizard
1/1
{T}: Choose a creature type other than Legend or Wall. Target creature's type becomes that type until end of turn.

Imaginary Pet
{1}{U}
Creature -- Illusion
4/4
At the beginning of your upkeep, if you have a card in hand, return Imaginary Pet to its owner's hand.

Immobilizing Ink
{1}{U}
Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.
Enchanted creature has "{1}, Discard a card from your hand: Untap this creature."

Immolation
{R}
Enchant Creature
Enchanted creature gets +2/-2.

Impatience
{2}{R}
Enchantment
At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him or her.

Impending Disaster
{1}{R}
Enchantment
At the beginning of your upkeep, if there are seven or more lands in play, sacrifice Impending Disaster. If you do, destroy all lands.

Imperial Hellkite
{5}{R}{R}
Creature -- Dragon
6/6
Flying
Morph {6}{R}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Imperial Hellkite is turned face up, you may search your library for a Dragon card, reveal it, and put it into your hand. If you do, shuffle your library.

Implements of Sacrifice
{2}
Artifact
{1}, {T}, Sacrifice Implements of Sacrifice: Add two mana of any one color to your mana pool.

Implode
{4}{R}
Sorcery
Destroy target land.
Draw a card.

Imposing Visage
{R}
Enchant Creature
Enchanted creature can't be blocked except by two or more creatures.

Imprison
{B}
Enchant Creature
Whenever a player plays an activated ability of enchanted creature with {T} in its activation cost that doesn't produce mana, you may pay {1}. If you do, counter that ability. If you don't, sacrifice Imprison.
Whenever enchanted creature attacks or blocks, you may pay {1}. If you do, tap the creature and remove it from combat. If it blocked and a creature it blocked now has no blockers, that creature is considered unblocked. If you don't pay {1}, sacrifice Imprison.

Improvised Armor
{3}{W}
Enchant Creature
Enchanted creature gets +2/+5.
Cycling {3} ({3}, Discard this card from your hand: Draw a card.)

Imps' Taunt
{1}{B}

Instant
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Target creature attacks this turn if able.

Impulse
{1}{U}
Instant
Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.

Impulsive Maneuvers
{2}{R}{R}
Enchantment
Whenever a creature attacks, flip a coin. If you win the flip, the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal combat damage this turn, prevent that damage.

In the Eye of Chaos
{2}{U}
Enchant World
Whenever a player plays an instant spell, counter it unless that player pays {X}, where X is its converted mana cost.

Incendiary
{R}
Enchant Creature
At the beginning of your upkeep, you may put a fuse counter on Incendiary.
When enchanted creature is put into a graveyard, Incendiary deals X damage to target creature or player, where X is the number of fuse counters on Incendiary.

Incinerate
{1}{R}
Instant
Incinerate deals 3 damage to target creature or player. A creature dealt damage this way can't be regenerated this turn.

Indentured Djinn
{1}{U}{U}
Creature -- Djinn
4/4
Flying
When Indentured Djinn comes into play, each other player may draw up to three cards.

Indestructible Aura
{W}
Instant
Until end of turn, prevent all damage that would be dealt to target creature.

Index
{U}
Sorcery
Look at the top five cards of your library, then put them back in any order.

Infantry Veteran
{W}
Creature -- Soldier
1/1
{T}: Target attacking creature gets +1/+1 until end of turn.

Infected Vermin
{2}{B}

Creature -- Rat
1/1
{2}{B}: Infected Vermin deals 1 damage to each creature and each player.
Threshold -- {3}{B}: Infected Vermin deals 3 damage to each creature and each player. #(Play this ability only if seven or more cards are in your graveyard.)#

Infectious Rage
{1}{R}
Enchant Creature
Enchanted creature gets +2/-1.
When enchanted creature is put into a graveyard, choose a creature at random Infectious Rage can enchant. Return Infectious Rage to play enchanting that creature.

Infernal Caretaker
{3}{B}
Creature -- Cleric
2/2
Morph {3}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Infernal Caretaker is turned face up, return all Zombie cards from all graveyards to their owners' hands.

Infernal Contract
{B}{B}{B}
Sorcery
Draw four cards. You lose half your life, rounded up.

Infernal Darkness
{2}{B}{B}
Enchantment
Cumulative upkeep -- Pay {B} and 1 life
If a land is tapped for mana, it produces {B} instead of its normal type and amount.

Infernal Denizen
{7}{B}
Creature -- Infernal-Denizen
5/7
At the beginning of your upkeep, sacrifice two swamps. If you can't, tap Infernal Denizen, and an opponent may gain control of the creature you control of his or her choice. That opponent retains control of that creature as long as Infernal Denizen remains in play.
{T}: Gain control of target creature as long as Infernal Denizen remains in play.

Infernal Genesis
{4}{B}{B}
Enchantment
At the beginning of each player's upkeep, that player puts the top card from his or her library into his or her graveyard. He or she then puts X 1/1 black Minion creature tokens into play, where X is that card's converted mana cost.

Infernal Harvest
{1}{B}
Sorcery
As an additional cost to play Infernal Harvest, return any number of swamps you control to their owner's hand.
Infernal Harvest deals damage equal to the number of swamps returned this way, divided as you choose among any number of target creatures.

Infernal Medusa
{3}{B}{B}
Creature -- Medusa

2/4
Whenever Infernal Medusa blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Infernal Tribute
{B}{B}{B}
Enchantment
{2}, Sacrifice a card in play: Draw a card.

Inferno
{5}{R}{R}
Instant
Inferno deals 6 damage to each creature and each player.

Infest
{1}{B}{B}
Sorcery
All creatures get -2/-2 until end of turn.

Infiltrate
{U}
Instant
Target creature is unblockable this turn.

Infinite Authority
{W}{W}{W}
Enchant Creature
Whenever enchanted creature blocks or becomes blocked by a creature with toughness 3 or less, destroy that creature at end of combat. At end of turn, if that creature was put into a graveyard this way, put a +1/+1 counter on enchanted creature.

Infinite Hourglass
{4}
Artifact
At the beginning of your upkeep, put a time counter on Infinite Hourglass.
All creatures get +1/+0 for each time counter on Infinite Hourglass.
{3}: Remove a time counter from Infinite Hourglass. Any player may play this ability but only during any upkeep step.

Inflame
{R}
Instant
Inflame deals 2 damage to each creature dealt damage this turn.

Information Dealer
{1}{U}
Creature -- Wizard
1/1
{T}: Look at the top X cards of your library, where X is the number of Wizards in play, then put them back in any order.

Infuse
{2}{U}
Instant
Untap target artifact, creature, or land.
Draw a card at the beginning of the next turn's upkeep.

Inheritance
{W}
Enchantment
Whenever a creature is put into a graveyard from play, you may pay {3}. If you do, draw a card.

Initiates of the Ebon Hand
{B}
Creature -- Cleric
1/1
{1}: Add {B} to your mana pool. If this ability is played four or more times this turn, sacrifice Initiates of the Ebon Hand at end of turn.

Inner Sanctum
{1}{W}{W}
Enchantment
Cumulative upkeep -- Pay 2 life
Prevent all damage that would be dealt to creatures you control.

Innocent Blood
{B}
Sorcery
Each player sacrifices a creature.

Inquisition
{2}{B}
Sorcery
Target player reveals his or her hand. Inquisition deals damage to that player equal to the number of white cards in his or her hand.

Insidious Bookworms
{B}
Creature -- Worm
1/1
When Insidious Bookworms is put into a graveyard from play, you may pay {1}{B}. If you do, target player discards a card at random from his or her hand.

Insidious Dreams
{3}{B}
Instant
As an additional cost to play Insidious Dreams, discard X cards from your hand.
Search your library for X cards. Then shuffle your library and put those cards on top of it in any order.

Insight
{2}{U}
Enchantment
Whenever an opponent plays a green spell, you draw a card.

Insist
{G}
Sorcery
The next creature spell you play this turn can't be countered by spells or abilities.
Draw a card.

Insolence
{2}{R}
Enchant Creature
Whenever enchanted creature becomes tapped, Insolence deals 2 damage to that creature's controller.

Inspiration
{3}{U}
Instant
Target player draws two cards.

Inspirit
{2}{W}
Instant

Untap target creature. It gets +2/+4 until end of turn.

Instigator
{1}{B}
Creature -- Spellshaper
1/1
{1}{B}{B}, {T}, Discard a card from your hand: Creatures target player controls attack this turn if able.

Instill Energy
{G}
Enchant Creature
Enchanted creature has haste. #(It may attack and #{T}# the turn it comes under your control.)#
{0}: Untap enchanted creature. Play this ability only during your turn but only once each turn.

Insubordination
{B}{B}
Enchant Creature
At the end of the turn of enchanted creature's controller, Insubordination deals 2 damage to that player unless enchanted creature attacked this turn.

Insurrection
{5}{R}{R}{R}
Sorcery
Untap all creatures and gain control of them until end of turn. They gain haste until end of turn.

Interdict
{1}{U}
Instant
Counter target activated ability of a permanent. #(Mana abilities can't be countered.)#
Draw a card.

Intervene
{U}
Instant
Counter target spell that targets a creature.

Intimidation
{2}{B}{B}{B}
Enchantment
Creatures you control have fear. #(They can't be blocked except by artifact creatures and/or black creatures.)#

Intrepid Hero
{2}{W}
Creature -- Soldier
1/1
{T}: Destroy target creature with power 4 or greater.

Intruder Alarm
{2}{U}
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature comes into play, untap all creatures.

Intuition
{2}{U}
Instant
Search your library for any three cards and reveal them. An opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle

your library.

Invasion Plans
{2}{R}
Enchantment
All creatures block each turn if able.
Instead of the defending player, the attacking player chooses how each creature blocks.

Invigorate
{2}{G}
Instant
If you control a forest, you may have an opponent gain 3 life rather than pay Invigorate's mana cost.
Target creature gets +4/+4 until end of turn.

Invigorating Boon
{1}{G}
Enchantment
Whenever a player cycles a card, you may put a +1/+1 counter on target creature.

Invigorating Falls
{2}{G}{G}
Sorcery
You gain life equal to the number of creature cards in all graveyards.

Inviolability
{1}{W}
Enchant Creature
Prevent all damage that would be dealt to enchanted creature.

Invisibility
{U}{U}
Enchant Creature
Enchanted creature can't be blocked except by Walls.

Invoke Prejudice
{U}{U}{U}{U}
Enchantment
Whenever an opponent plays a nonartifact creature spell that doesn't share a color with a creature you control, counter that spell unless its controller pays {X}, where X is its converted mana cost.

Invulnerability
{1}{W}
Instant
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
The next time a source of your choice would deal damage to you this turn, prevent that damage.

Iridescent Angel
{5}{W}{U}
Creature -- Angel
4/4
Flying, protection from all colors

Iridescent Drake
{3}{U}
Creature -- Drake
2/2
Flying
When Iridescent Drake comes into play, if you played it from your hand, put target enchant creature card from a graveyard into play enchanting Iridescent

Drake. #(You control that enchantment.)#

Irini Sengir
{2}{B}{B}
Creature -- Legend
2/2
White enchantments and green enchantments cost {2} more to play.

Iron Lance
{2}
Artifact
{3}, {T}: Target creature gains first strike until end of turn.

Iron Maiden
{3}
Artifact
At the beginning of each opponent's upkeep, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.

Iron Star
{1}
Artifact
Whenever a player plays a red spell, you may pay {1}. If you do, you gain 1 life.

Iron Tusk Elephant
{4}{W}
Creature -- Elephant
3/3
Trample

Iron Will
{W}
Instant
Target creature gets +0/+4 until end of turn.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Ironclaw Curse
{R}
Enchant Creature
Enchanted creature gets -0/-1.
Enchanted creature can't block a creature with power equal to or greater than enchanted creature's toughness.

Ironclaw Orcs
{1}{R}
Creature -- Orc
2/2
Ironclaw Orcs can't block a creature with power 2 or greater.

Ironfist Crusher
{4}{W}
Creature -- Soldier
2/4
Ironfist Crusher may block any number of creatures.
Morph {3}{W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Iron-Heart Chimera
{4}
Artifact Creature -- Chimera
2/2
Attacking doesn't cause Iron-Heart Chimera to tap.
Sacrifice Iron-Heart Chimera: Put a +2/+2 counter on target Chimera and

attacking doesn't cause that Chimera to tap. #(This effect doesn't end at end of turn.)#

Ironroot Treefolk
{4}{G}
Creature -- Treefolk
3/5

Ironshell Beetle
{1}{G}
Creature -- Insect
1/1
When Ironshell Beetle comes into play, put a +1/+1 counter on target creature.

Irrigation Ditch
Land
Irrigation Ditch comes into play tapped.
{T}: Add {W} to your mana pool.
{T}, Sacrifice Irrigation Ditch: Add {G}{U} to your mana pool.

Island
Land
[U]

Island Fish Jasconius
{4}{U}{U}{U}
Creature -- Island-Fish
6/8
Island Fish Jasconius can't attack unless defending player controls an island.
Jasconius doesn't untap during your untap step.
{U}{U}{U}: Untap Jasconius. Play this ability only during your upkeep.
When you control no islands, sacrifice Jasconius.

Island of Wak-Wak
Land
{T}: Target creature with flying gets -X/-0 until end of turn, where X is its power.

Island Sanctuary
{1}{W}
Enchantment
If you would draw a card during your draw step, instead you may skip that draw. If you do, until the beginning of your next turn, only creatures with flying or islandwalk may attack you.

Ivory Charm
{W}
Instant
Choose one -- All creatures get -2/-0 until end of turn; or tap target creature; or prevent the next 1 damage that would be dealt to target creature or player this turn.

Ivory Cup
{1}
Artifact
Whenever a player plays a white spell, you may pay {1}. If you do, you gain 1 life.

Ivory Gargoyle
{4}{W}
Creature -- Gargoyle
2/2
Flying
When Ivory Gargoyle is put into a graveyard from play, return it to play under

its owner's control at end of turn and skip your next draw step.
{4}{W}: Remove Ivory Gargoyle from the game.

Ivory Guardians
{4}{W}{W}
Creature -- Guardian
3/3
Protection from red
All Guardians get +1/+1 as long as an opponent controls a red permanent.

Ivory Mask
{2}{W}{W}
Enchantment
You can't be the target of spells or abilities.

Ivory Tower
{1}
Artifact
At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus four.

Ivy Elemental
{X}{G}
Creature -- Elemental
0/0
Ivy Elemental comes into play with X +1/+1 counters on it.

Ivy Seer
{3}{G}
Creature -- Wizard
1/1
{2}{G}, {T}: Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.

Ixidor, Reality Sculptor
{3}{U}{U}
Creature -- Wizard Legend
3/4
Face-down creatures get +1/+1.
{2}{U}: Turn target face-down creature face up.

Ixidor's Will
{2}{U}
Instant
Counter target spell unless its controller pays {2} for each Wizard in play.

Jabari's Banner
{2}
Artifact
{1}, {T}: Target creature gains flanking until end of turn. #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#

Jabari's Influence
{3}{W}{W}
Instant
Play Jabari's Influence only after combat.
Gain control of target nonartifact, nonblack creature that attacked you this turn and put a -1/-0 counter on it.

Jackal Pup
{R}
Creature -- Hound
2/1

Whenever Jackal Pup is dealt damage, it deals that much damage to you.

Jackalope Herd
{3}{G}
Creature -- Beast
4/5
When you play a spell, return Jackalope Herd to its owner's hand.

Jacques le Vert
{1}{R}{G}{W}
Creature -- Legend
3/2
Green creatures you control get +0/+2.

Jade Leech
{2}{G}{G}
Creature -- Leech
5/5
Green spells you play cost {G} more to play.

Jade Monolith
{4}
Artifact
{1}: The next time a source of your choice would deal damage to target creature this turn, that source deals that damage to you instead.

Jade Statue
{4}
Artifact
{2}: Jade Statue becomes a 3/6 artifact creature until end of combat. Play this ability only during combat.

Jaded Response
{1}{U}
Instant
Counter target spell if it shares a color with a creature you control.

Jagged Lightning
{3}{R}{R}
Sorcery
Jagged Lightning deals 3 damage to target creature and 3 damage to another target creature.

Jalum Tome
{3}
Artifact
{2}, {T}: Draw a card, then discard a card from your hand.

Jamuraan Lion
{2}{W}
Creature -- Lion
3/1
{W}, {T}: Target creature can't block this turn.

Jandor's Ring
{6}
Artifact
{2}, {T}, Discard from your hand the last card you drew this turn: Draw a card.

Jandor's Saddlebags
{2}
Artifact
{3}, {T}: Untap target creature.

Jangling Automaton
{3}
Artifact Creature
3/2
Whenever Jangling Automaton attacks, untap all creatures defending player controls.

Jareth, Leonine Titan
{3}{W}{W}{W}
Creature -- Cat Giant Legend
4/7
Whenever Jareth, Leonine Titan blocks, it gets +7/+7 until end of turn.
{W}: Jareth gains protection from the color of your choice until end of turn.

Jasmine Boreal
{3}{G}{W}
Creature -- Legend
4/5

Jasmine Seer
{3}{W}
Creature -- Wizard
1/1
{2}{W}, {T}: Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.

Jayemdae Tome
{4}
Artifact
{4}, {T}: Draw a card.

Jedit Ojanen
{4}{W}{W}{U}
Creature -- Legend
5/5

Jerrard of the Closed Fist
{3}{R}{G}{G}
Creature -- Legend
6/5

Jeska, Warrior Adept
{2}{R}{R}
Creature -- Barbarian Legend
3/1
First strike, haste
{T}: Jeska, Warrior Adept deals 1 damage to target creature or player.

Jester's Cap
{4}
Artifact
{2}, {T}, Sacrifice Jester's Cap: Search target player's library for three cards and remove them from the game. Then that player shuffles his or her library.

Jester's Mask
{5}
Artifact
Jester's Mask comes into play tapped.
{1}, {T}, Sacrifice Jester's Mask: Target opponent puts his or her hand on top of his or her library. Search that library for as many cards as he or she put on top of it this way. That player puts those cards into his or her hand, then shuffles his or her library.

Jet Medallion

{2}
Artifact
Black spells you play cost {1} less to play.

Jeweled Amulet
{0}
Artifact
{1}, {T}: Put a charge counter on Jeweled Amulet. Note what type of mana was used to pay this activation cost. Play this ability only if there are no charge counters on Jeweled Amulet.
{T}, Remove all charge counters from Jeweled Amulet: Add one mana of the type last used to put a charge counter on Jeweled Amulet to your mana pool. Play this ability only if there are one or more charge counters on Jeweled Amulet.

Jeweled Bird
{1}
Artifact
Remove Jeweled Bird from your deck before playing if you're not playing for ante.
{T}: Put Jeweled Bird into the ante. If you do, put all other cards from your ante into your graveyard, then draw a card.

Jeweled Spirit
{3}{W}{W}
Creature -- Spirit
3/3
Flying
Sacrifice two lands: Jeweled Spirit gains protection from artifacts or from the color of your choice until end of turn.

Jeweled Torque
{2}
Artifact
As Jeweled Torque comes into play, choose a color.
Whenever a player plays a spell of the chosen color, you may pay {2}. If you do, you gain 2 life.

Jhoira's Toolbox
{2}
Artifact Creature
1/1
{2}: Regenerate target artifact creature.

Jhovall Queen
{4}{W}{W}
Creature -- Rebel
4/7
Attacking doesn't cause Jhovall Queen to tap.

Jhovall Rider
{4}{W}
Creature -- Rebel
3/3
Trample

Jihad
{W}{W}{W}
Enchantment
As Jihad comes into play, choose a color and an opponent.
White creatures get +2/+1.
When the chosen opponent controls no cards of the chosen color, sacrifice Jihad.

Jilt
{1}{U}

Instant
Kicker {1}{R} #(You may pay an additional #{1}{R}# as you play this spell.)#
Return target creature to its owner's hand. If you paid the kicker cost, Jilt deals 2 damage to another target creature.

Jinx
{1}{U}
Instant
Target land's type becomes the basic land type of your choice until end of turn.
Draw a card at the beginning of the next turn's upkeep.

Jinxed Idol
{2}
Artifact
At the beginning of your upkeep, Jinxed Idol deals 2 damage to you.
Sacrifice a creature: Target opponent gains control of Jinxed Idol. #(This effect doesn't end at end of turn.)#

Jinxed Ring
{2}
Artifact
Whenever a card is put into your graveyard from play, Jinxed Ring deals 1 damage to you.
Sacrifice a creature: Target opponent gains control of Jinxed Ring. #(This effect doesn't end at end of turn.)#

Johan
{3}{R}{G}{W}
Creature -- Legend
5/4
At the beginning of your combat phase, you may have Johan gain "Johan can't attack" until end of combat. If you do, attacking doesn't cause creatures you control to tap this combat if Johan is untapped.

Johtull Wurm
{5}{G}
Creature -- Wurm
6/6
Whenever Johtull Wurm becomes blocked by two or more creatures, it gets -2/-1 until end of turn for each creature blocking it beyond the first.

Jokulhaups
{4}{R}{R}
Sorcery
Destroy all artifacts, creatures, and lands. They can't be regenerated.

Jolrael, Empress of Beasts
{3}{G}{G}
Creature -- Spellshaper Legend
3/3
{2}{G}, {T}, Discard two cards from your hand: Until end of turn, all lands target player controls are 3/3 creatures that are still lands.

Jolrael's Centaur
{1}{G}{G}
Creature -- Centaur
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
Jolrael's Centaur can't be the target of spells or abilities.

Jolrael's Favor
{1}{G}
Enchant Creature

You may play Jolrael's Favor any time you could play an instant.
{1}{G}: Regenerate enchanted creature.

Jolt
{2}{U}
Instant
Tap or untap target artifact, creature, or land.
Draw a card at the beginning of the next turn's upkeep.

Jolting Merfolk
{2}{U}{U}
Creature -- Merfolk
2/2
Fading 4 #(This creature comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
Remove a fade counter from Jolting Merfolk: Tap target creature.

Joven
{3}{R}{R}
Creature -- Legend
3/3
{R}{R}{R}, {T}: Destroy target noncreature artifact.

Joven's Ferrets
{G}
Creature -- Ferret
1/1
Whenever Joven's Ferrets attacks, it gets +0/+2 until end of turn.
At end of combat, tap all creatures that blocked Joven's Ferrets this turn. They don't untap during their controller's next untap step.

Joven's Tools
{6}
Artifact
{4}, {T}: This turn, target creature can't be blocked except by Walls.

Jovial Evil
{2}{B}
Sorcery
Jovial Evil deals X damage to target opponent, where X is twice the number of white creatures that player controls.

Juggernaut
{4}
Artifact Creature
5/3
Juggernaut attacks each turn if able.
Juggernaut can't be blocked by Walls.

Juju Bubble
{1}
Artifact
Cumulative upkeep {1}
When you play a card, sacrifice Juju Bubble.
{2}: You gain 1 life.

Jump
{U}
Instant
Target creature gains flying until end of turn.

Jungle Barrier
{2}{G}{U}

Creature -- Wall
2/6
#(Walls can't attack.)#
When Jungle Barrier comes into play, draw a card.

Jungle Basin
Land
If Jungle Basin would come into play, return an untapped forest you control to its owner's hand instead. If you do, put Jungle Basin into play tapped. If you don't, put it into its owner's graveyard.
{T}: Add {G} and one colorless mana to your mana pool.

Jungle Patrol
{3}{G}
Creature -- Soldier
3/2
{1}{G}, {T}: Put a 0/1 green Wood Wall creature token into play. #(Walls can't attack.)#
Sacrifice a Wood Wall: Add {R} to your mana pool.

Jungle Troll
{1}{R}{G}
Creature -- Troll
2/1
{R}: Regenerate Jungle Troll.
{G}: Regenerate Jungle Troll.

Jungle Wurm
{3}{G}{G}
Creature -- Wurm
5/5
Whenever Jungle Wurm becomes blocked by two or more creatures, it gets -1/-1 until end of turn for each creature blocking it beyond the first.

Juniper Order Advocate
{2}{W}
Creature -- Knight
1/2
Green creatures you control get +1/+1 as long as Juniper Order Advocate is untapped.

Juniper Order Druid
{2}{G}
Creature -- Cleric
1/1
{T}: Untap target land.

Junk Diver
{3}
Artifact Creature
1/1
Flying
When Junk Diver is put into a graveyard from play, return another target artifact card from your graveyard to your hand.

Junk Golem
{4}
Artifact Creature -- Golem
0/0
Junk Golem comes into play with three +1/+1 counters on it.
At the beginning of your upkeep, sacrifice Junk Golem unless you remove a +1/+1 counter from it.
{1}, Discard a card from your hand: Put a +1/+1 counter on Junk Golem.

Juntu Stakes
{2}
Artifact
Creatures with power 1 or less don't untap during their controllers' untap steps.

Junun Efreet
{1}{B}{B}
Creature -- Efreet
3/3
Flying
At the beginning of your upkeep, sacrifice Junun Efreet unless you pay {B}{B}.

Justice
{2}{W}{W}
Enchantment
At the beginning of your upkeep, sacrifice Justice unless you pay {W}{W}.
Whenever a red creature or spell deals damage, Justice deals that much damage to that creature's or spell's controller.

Juxtapose
{3}{U}
Sorcery
You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. If two or more permanents a player controls are tied for highest cost, that player chooses one. #(This effect doesn't end at end of turn.)#

Juzam Djinn
{2}{B}{B}
Creature -- Djinn
5/5
At the beginning of your upkeep, Juzam Djinn deals 1 damage to you.

Kaboom!
{4}{R}
Sorcery
Choose any number of target players. For each of those players, reveal cards from the top of your library until you reveal a nonland card. Kaboom! deals damage equal to that card's converted mana cost to that player, then you put the revealed cards on the bottom of your library in any order.

Kaervek's Hex
{3}{B}
Sorcery
Kaervek's Hex deals 1 damage to each nonblack creature and an additional 1 damage to each green creature.

Kaervek's Purge
{X}{B}{R}
Sorcery
Destroy target creature with converted mana cost equal to X. If that creature is put into a graveyard this way, Kaervek's Purge deals damage equal to the creature's power to the creature's controller.

Kaervek's Spite
{B}{B}{B}
Instant
As an additional cost to play Kaervek's Spite, sacrifice all permanents you control and discard your hand.
Target player loses 5 life.

Kaervek's Torch
{X}{R}

Sorcery
As long as Kaervek's Torch is on the stack, spells that target it cost {2} more to play.
Kaervek's Torch deals X damage to target creature or player.

Kamahl, Fist of Krosa
{4}{G}{G}
Creature -- Druid Legend
4/3
{G}: Target land becomes a 1/1 creature until end of turn. It's still a land.
{2}{G}{G}{G}: Creatures you control get +3/+3 and gain trample until end of turn.

Kamahl, Pit Fighter
{4}{R}{R}
Creature -- Barbarian Legend
6/1
Haste
{T}: Kamahl, Pit Fighter deals 3 damage to target creature or player.

Kamahl's Desire
{1}{R}
Enchant Creature
Enchanted creature has first strike.
Threshold -- Enchanted creature gets +3/+0. #(You have threshold as long as seven or more cards are in your graveyard.)#

Kamahl's Sledge
{5}{R}{R}
Sorcery
Kamahl's Sledge deals 4 damage to target creature.
Threshold -- Instead Kamahl's Sledge deals 4 damage to that creature and 4 damage to that creature's controller. #(You have threshold if seven or more cards are in your graveyard.)#

Kamahl's Summons
{3}{G}
Sorcery
Each player may reveal any number of creature cards from his or her hand. Then each player puts a 2/2 green Bear creature token into play for each card he or she revealed this way.

Kangee, Aerie Keeper
{2}{W}{U}
Creature -- Legend
2/2
Kicker {2}{X} #(You may pay an additional #{2}{X}# as you play this spell.)#
Flying
When Kangee, Aerie Keeper comes into play, if you paid the kicker cost, put X feather counters on it.
All Birds get +1/+1 for each feather counter on Kangee, Aerie Keeper.

Karakas
Legendary Land
{T}: Add {W} to your mana pool.
{T}: Return target Legend to its owner's hand.

Karma
{2}{W}{W}
Enchantment
At the beginning of each player's upkeep, Karma deals to that player damage equal to the number of swamps he or she controls.

Karmic Guide

{3}{W}{W}
Creature -- Spirit
2/2
Flying, protection from black; echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Karmic Guide comes into play, if you played it from your hand, return target creature card from your graveyard to play.

Karmic Justice
{2}{W}
Enchantment
Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may destroy target permanent that opponent controls.

Karn, Silver Golem
{5}
Artifact Creature -- Golem Legend
4/4
Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn.
{1}: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. #(That artifact retains its abilities.)#

Karn's Touch
{U}{U}
Instant
Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. #(It retains its abilities.)#

Karona, False God
{1}{W}{U}{B}{R}{G}
Creature -- Legend
5/5
Haste
At the beginning of each player's upkeep, that player untaps Karona, False God and gains control of it.
Whenever Karona attacks, creatures of the type of your choice get +3/+3 until end of turn.

Karona's Zealot
{4}{W}
Creature -- Cleric
2/5
Morph {3}{W}{W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Karona's Zealot is turned face up, all damage that would be dealt to it this turn is dealt to target creature instead.

Karoo
Land
If Karoo would come into play, return an untapped plains you control to its owner's hand instead. If you do, put Karoo into play tapped. If you don't, put it into its owner's graveyard.
{T}: Add {W} and one colorless mana to your mana pool.

Karoo Meerkat
{1}{G}
Creature -- Meerkat
2/1
Protection from blue

Karplusan Forest
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {R} or {G} to your mana pool. Karplusan Forest deals 1 damage to you.

Karplusan Giant
{6}{R}
Creature -- Giant
3/3
Tap an untapped snow-covered land you control: Karplusan Giant gets +1/+1 until end of turn.

Karplusan Yeti
{3}{R}{R}
Creature -- Yeti
3/3
{T}: Karplusan Yeti deals damage equal to its power to target creature. That creature deals damage equal to its power to Karplusan Yeti.

Kasimir the Lone Wolf
{4}{W}{U}
Creature -- Legend
5/3

Katabatic Winds
{2}{G}
Enchantment
Phasing
Creatures with flying can't attack, block, or use any ability that includes {T} in its activation cost.

Kavu Aggressor
{2}{R}
Creature -- Kavu
3/2
Kicker {4} #(You may pay an additional #{4}# as you play this spell.)#
Kavu Aggressor can't block.
If you paid the kicker cost, Kavu Aggressor comes into play with a +1/+1 counter on it.

Kavu Chameleon
{3}{G}{G}
Creature -- Kavu
4/4
Kavu Chameleon can't be countered.
{G}: Kavu Chameleon becomes the color of your choice until end of turn.

Kavu Climber
{3}{G}{G}
Creature -- Kavu
3/3
When Kavu Climber comes into play, draw a card.

Kavu Glider
{2}{R}
Creature -- Kavu
2/1
{W}: Kavu Glider gets +0/+1 until end of turn.
{U}: Kavu Glider gains flying until end of turn.

Kavu Howler
{4}{G}{G}
Creature -- Kavu
4/5

When Kavu Howler comes into play, reveal the top four cards of your library. Put all Kavu cards revealed this way into your hand and the rest on the bottom of your library.

Kavu Lair
{2}{G}
Enchantment
Whenever a creature with power 4 or greater comes into play, its controller draws a card.

Kavu Mauler
{4}{G}{G}
Creature -- Kavu
4/4
Trample
Whenever Kavu Mauler attacks, it gets +1/+1 until end of turn for each other attacking Kavu.

Kavu Monarch
{2}{R}{R}
Creature -- Kavu
3/3
All Kavu have trample.
Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Monarch.

Kavu Recluse
{2}{R}
Creature -- Kavu
2/2
{T}: Target land becomes a forest until end of turn.

Kavu Runner
{3}{R}
Creature -- Kavu
3/3
Kavu Runner has haste as long as no opponent controls a white or blue creature.
#(It may attack and #{T}# the turn it comes under your control.)#

Kavu Scout
{2}{R}
Creature -- Kavu
0/2
Kavu Scout gets +1/+0 for each basic land type among lands you control.

Kavu Titan
{1}{G}
Creature -- Kavu
2/2
Kicker {2}{G} #(You may pay an additional #{2}{G}# as you play this spell.)#
If you paid the kicker cost, Kavu Titan comes into play with three +1/+1 counters on it and with trample.

Kaysa
{3}{G}{G}
Creature -- Legend
2/3
Green creatures you control get +1/+1.

Keeneye Aven
{3}{U}
Creature -- Bird Soldier
2/3
Flying
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Keep Watch
{2}{U}
Instant
Draw a card for each attacking creature.

Keeper of Kookus
{R}
Creature -- Goblin
1/1
{R}: Keeper of Kookus gains protection from red until end of turn.

Keeper of the Beasts
{G}{G}
Creature -- Wizard
1/2
{G}, {T}: Put a 2/2 green Beast creature token into play. Play this ability only if an opponent controls more creatures than you.

Keeper of the Dead
{B}{B}
Creature -- Wizard
1/2
{B}, {T}: Destroy target nonblack creature controlled by an opponent with at least two fewer creature cards in his or her graveyard than you.

Keeper of the Flame
{R}{R}
Creature -- Wizard
1/2
{R}, {T}: Keeper of the Flame deals 2 damage to target opponent with more life than you.

Keeper of the Light
{W}{W}
Creature -- Wizard
1/2
{W}, {T}: You gain 3 life. Play this ability only if you have less life than an opponent.

Keeper of the Mind
{U}{U}
Creature -- Wizard
1/2
{U}, {T}: Draw a card. Play this ability only if an opponent has at least two more cards in hand than you.

Keeper of the Nine Gales
{2}{U}
Creature -- Bird Wizard
1/2
Flying
{T}, Tap two untapped Birds you control: Return target permanent to its owner's hand.

Keeper of Tresserhorn
{5}{B}
Creature -- Keeper
6/6
Whenever Keeper of Tresserhorn attacks and isn't blocked, it deals no combat damage this turn and defending player loses 2 life.

Keepers of the Faith
{1}{W}{W}

Creature -- Keeper
2/3

Kei Takahashi
{2}{G}{W}
Creature -- Legend
2/2
{T}: Prevent the next 2 damage that would be dealt to target creature this turn.

Keldon Arsonist
{2}{R}
Creature -- Soldier
1/1
{1}, Sacrifice two lands: Destroy target land.

Keldon Battlewagon
{5}
Artifact Creature
0/3
Trample
Keldon Battlewagon can't block.
When Keldon Battlewagon attacks, sacrifice it at end of combat.
Tap an untapped creature you control: Keldon Battlewagon gets +X/+0 until end of turn, where X is the tapped creature's power.

Keldon Berserker
{3}{R}
Creature -- Soldier
2/3
Whenever Keldon Berserker attacks, if you control no untapped lands, it gets +3/+0 until end of turn.

Keldon Champion
{2}{R}{R}
Creature -- Barbarian
3/2
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Keldon Champion comes into play, it deals 3 damage to target player.

Keldon Firebombers
{3}{R}{R}
Creature -- Soldier
3/3
When Keldon Firebombers comes into play, each player sacrifices all lands he or she controls except for three.

Keldon Mantle
{1}{R}
Enchant Creature
{B}: Regenerate enchanted creature.
{R}: Enchanted creature gets +1/+0 until end of turn.
{G}: Enchanted creature gains trample until end of turn.

Keldon Necropolis
Legendary Land
{T}: Add one colorless mana to your mana pool.
{4}{R}, {T}, Sacrifice a creature: Keldon Necropolis deals 2 damage to target creature or player.

Keldon Twilight
{1}{B}{R}

Enchantment
At the end of each player's turn, if no creatures attacked that turn, that player sacrifices a creature he or she controlled since the beginning of the turn.

Keldon Vandals
{2}{R}
Creature -- Townsfolk
4/1
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Keldon Vandals comes into play, destroy target artifact.

Keldon Warlord
{2}{R}{R}
Creature -- Lord
/
Keldon Warlord's power and toughness are each equal to the number of non-Wall creatures you control.

Kelsinko Ranger
{W}
Creature -- Ranger
1/1
{1}{W}: Target green creature gains first strike until end of turn.

Kezzerdrix
{2}{B}{B}
Creature -- Beast
4/4
First strike
At the beginning of your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you.

Khabal Ghoul
{2}{B}
Creature -- Ghoul
1/1
At end of turn, put a +1/+1 counter on Khabal Ghoul for each creature put into a graveyard from play this turn.

Kill Switch
{3}
Artifact
{2}, {T}: Tap all other artifacts. They don't untap during their controllers' untap steps as long as Kill Switch remains tapped.

Killer Bees
{1}{G}{G}
Creature -- Bee
0/1
Flying
{G}: Killer Bees gets +1/+1 until end of turn.

Killer Whale
{3}{U}{U}
Creature -- Whale
3/5
{U}: Killer Whale gains flying until end of turn.

Kilnmouth Dragon
{5}{R}{R}
Creature -- Dragon
5/5

Amplify 3 (As this card comes into play, put three +1/+1 counters on it for each Dragon card you reveal in your hand.)
Flying
{T}: Kilnmouth Dragon deals damage equal to the number of +1/+1 counters on it to target creature or player.

Kindle
{1}{R}
Instant
Kindle deals to target creature or player damage equal to the number of cards named Kindle in all graveyards plus 2.

King Cheetah
{3}{G}
Creature -- Cheetah
3/2
You may play King Cheetah any time you could play an instant.

King Crab
{4}{U}{U}
Creature -- Crab
4/5
{1}{U}, {T}: Put target green creature on top of its owner's library.

King Suleiman
{1}{W}
Creature -- King
1/1
{T}: Destroy target Djinn or Efreet.

Kingfisher
{3}{U}
Creature -- Bird
2/2
Flying
When Kingfisher is put into a graveyard from play, draw a card.

Kird Ape
{R}
Creature -- Ape
1/1
Kird Ape gets +1/+2 as long as you control a forest.

Kirtar's Desire
{W}
Enchant Creature
Enchanted creature can't attack.
Threshold -- Enchanted creature can't block. #(You have threshold as long as seven or more cards are in your graveyard.)#

Kirtar's Wrath
{4}{W}{W}
Sorcery
Destroy all creatures. They can't be regenerated.
Threshold -- Instead destroy all creatures, then put two 1/1 white Spirit creature tokens with flying into play. Creatures destroyed this way can't be regenerated. #(You have threshold if seven or more cards are in your graveyard.)#

Kismet
{3}{W}
Enchantment
Artifacts, creatures, and lands your opponents control come into play tapped.

Kithkin Armor
{W}
Enchant Creature
Enchanted creature can't be blocked by creatures with power 3 or greater.
Sacrifice Kithkin Armor: The next time a source of your choice would deal damage to enchanted creature this turn, prevent that damage.

Kjeldoran Dead
{B}
Creature -- Skeleton
3/1
When Kjeldoran Dead comes into play, sacrifice a creature.
{B}: Regenerate Kjeldoran Dead.

Kjeldoran Elite Guard
{3}{W}
Creature -- Soldier
2/2
{T}: Target creature gets +2/+2 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Elite Guard. Play this ability only during combat.

Kjeldoran Escort
{2}{W}{W}
Creature -- Soldier
2/3
Banding

Kjeldoran Frostbeast
{3}{G}{W}
Creature -- Frostbeast
2/4
Whenever Kjeldoran Frostbeast blocks or becomes blocked by a creature, destroy that creature at end of combat.

Kjeldoran Guard
{1}{W}
Creature -- Soldier
1/1
{T}: Target creature gets +1/+1 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Guard. Play this ability only during combat and only if defending player controls no snow-covered lands.

Kjeldoran Home Guard
{3}{W}
Creature -- Soldier
1/6
At end of combat, if Kjeldoran Home Guard attacked or blocked this turn, put a -0/-1 counter on it and put a 0/1 white Deserter creature token into play.

Kjeldoran Knight
{W}{W}
Creature -- Knight
1/1
Banding
{1}{W}: Kjeldoran Knight gets +1/+0 until end of turn.
{W}{W}: Kjeldoran Knight gets +0/+2 until end of turn.

Kjeldoran Outpost
Land
If Kjeldoran Outpost would come into play, sacrifice a plains instead. If you do, put Kjeldoran Outpost into play. If you don't, put it into its owner's graveyard.
{T}: Add {W} to your mana pool.

{1}{W}, {T}: Put a 1/1 white Soldier creature token into play.

Kjeldoran Phalanx
{5}{W}
Creature -- Soldier
2/5
Banding, first strike

Kjeldoran Pride
{1}{W}
Enchant Creature
Enchanted creature gets +1/+2.
{2}{U}: Move Kjeldoran Pride to target creature.

Kjeldoran Royal Guard
{3}{W}{W}
Creature -- Soldier
2/5
{T}: All combat damage that unblocked creatures would deal to you this turn is dealt to Kjeldoran Royal Guard instead.

Kjeldoran Skycaptain
{4}{W}
Creature -- Soldier
2/2
Banding, flying, first strike

Kjeldoran Skyknight
{2}{W}
Creature -- Soldier
1/1
Banding, flying, first strike

Kjeldoran Warrior
{W}
Creature -- Hero
1/1
Banding

Knight Errant
{1}{W}
Creature -- Knight
2/2

Knight of Dawn
{1}{W}{W}
Creature -- Knight
2/2
First strike
{W}{W}: Knight of Dawn gains protection from the color of your choice until end of turn.

Knight of Dusk
{1}{B}{B}
Creature -- Knight
2/2
{B}{B}: Destroy target creature blocking Knight of Dusk.

Knight of Stromgald
{B}{B}
Creature -- Knight
2/1
Protection from white
{B}{B}: Knight of Stromgald gets +1/+0 until end of turn.

{B}: Knight of Stromgald gains first strike until end of turn.

Knight of the Mists
{2}{U}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
When Knight of the Mists comes into play, you may pay {U}. If you don't, destroy target Knight. It can't be regenerated.

Knight of Valor
{2}{W}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{1}{W}: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Play this ability only once each turn.

Knighthood
{2}{W}
Enchantment
Creatures you control have first strike.

Knights of Thorn
{3}{W}
Creature -- Knight
2/2
Banding, protection from red

Knowledge Vault
{4}
Artifact
When Knowledge Vault leaves play, put all cards removed from the game with Knowledge Vault into their owner's graveyard at end of turn.
{2}, {T}: Remove the top card of your library from the game face down.
Sacrifice Knowledge Vault: Discard your hand, then put all cards removed from the game with Knowledge Vault into their owner's hand.

Kobold Drill Sergeant
{1}{R}
Creature -- Drill-Sergeant
1/2
Kobolds you control get +0/+1 and have trample.

Kobold Overlord
{1}{R}
Creature -- Lord
1/2
First strike
Kobolds you control have first strike.

Kobold Taskmaster
{1}{R}
Creature -- Taskmaster
1/2
Kobolds you control get +1/+0.

Kobolds of Kher Keep
{0}
Creature -- Kobold
0/1
Kobolds of Kher Keep is red.

Kookus
{3}{R}{R}
Creature -- Djinn
3/5
Trample
At the beginning of your upkeep, if you don't control a creature named Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.
{R}: Kookus gets +1/+0 until end of turn.

Kor Chant
{2}{W}
Instant
All damage that would be dealt this turn to target creature you control from a source of your choice is dealt to another target creature instead.

Kor Haven
Legendary Land
{T}: Add one colorless mana to your mana pool.
{1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn.

Kormus Bell
{4}
Artifact
All swamps are 1/1 creatures that are still lands.

Koskun Falls
{2}{B}{B}
Enchant World
At the beginning of your upkeep, sacrifice Koskun Falls unless you tap an untapped creature you control.
Each creature can't attack you unless its controller pays an additional {2}.
#(This cost is paid as attackers are declared.)#

Koskun Keep
Land
{T}: Add one colorless mana to your mana pool.
{1}, {T}: Add {R} to your mana pool.
{2}, {T}: Add {B} or {G} to your mana pool.

Krakilin
{X}{G}{G}
Creature -- Beast
0/0
Krakilin comes into play with X +1/+1 counters on it.
{1}{G}: Regenerate Krakilin.

Kris Mage
{R}
Creature -- Spellshaper
1/1
{R}, {T}, Discard a card from your hand: Kris Mage deals 1 damage to target creature or player.

Krosan Archer
{3}{G}
Creature -- Centaur
2/3
Krosan Archer may block as though it had flying.
{G}, Discard a card from your hand: Krosan Archer gets +0/+2 until end of turn.

Krosan Avenger
{2}{G}

Creature -- Druid
3/1
Trample
Threshold -- {1}{G}: Regenerate Krosan Avenger. #(Play this ability only if seven or more cards are in your graveyard.)#

Krosan Beast
{3}{G}
Creature -- Squirrel Beast
1/1
Threshold -- Krosan Beast gets +7/+7. #(You have threshold as long as seven or more cards are in your graveyard.)#

Krosan Cloudscraper
{7}{G}{G}{G}
Creature -- Beast Mutant
13/13
At the beginning of your upkeep, sacrifice Krosan Cloudscraper unless you pay {G}{G}.
Morph {7}{G}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Krosan Colossus
{6}{G}{G}{G}
Creature -- Beast
9/9
Morph {6}{G}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Krosan Constrictor
{3}{G}
Creature -- Snake
2/2
Swampwalk
{T}: Target black creature gets -2/-0 until end of turn.

Krosan Drover
{3}{G}
Creature -- Elf
2/2
Creature spells you play with converted mana cost 6 or more cost {2} less to play.

Krosan Groundshaker
{4}{G}{G}{G}
Creature -- Beast
6/6
{G}: Target Beast gains trample until end of turn.

Krosan Reclamation
{1}{G}
Instant
Target player shuffles up to two target cards from his or her graveyard into his or her library.
Flashback {1}{G} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Krosan Restorer
{2}{G}
Creature -- Druid
1/2
{T}: Untap target land.
Threshold -- {T}: Untap up to three target lands. #(Play this ability only if seven or more cards are in your graveyard.)#

Krosan Tusker
{5}{G}{G}
Creature -- Beast
6/5
Cycling {2}{G} ({2}{G}, Discard this card from your hand: Draw a card.)
When you cycle Krosan Tusker, you may search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.

Krosan Verge
Land
Krosan Verge comes into play tapped.
{T}: Add one colorless mana to your mana pool.
{2}, {T}, Sacrifice Krosan Verge: Search your library for a forest card and a plains card and put them into play tapped. Then shuffle your library.

Krosan Vorine
{3}{G}
Creature -- Cat Beast
3/2
Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)
Krosan Vorine can't be blocked by more than one creature.

Krosan Warchief
{2}{G}
Creature -- Beast
2/2
Beast spells you play cost {1} less to play.
{1}{G}: Regenerate target Beast.

Krosan Wayfarer
{G}
Creature -- Druid
1/1
Sacrifice Krosan Wayfarer: Put a land card from your hand into play.

Krovikan Elementalist
{B}{B}
Creature -- Wizard
1/1
{2}{R}: Target creature gets +1/+0 until end of turn.
{U}{U}: Target creature you control gains flying until end of turn. Sacrifice it at end of turn.

Krovikan Fetish
{2}{B}
Enchant Creature
When Krovikan Fetish comes into play, draw a card at the beginning of the next turn's upkeep.
Enchanted creature gets +1/+1.

Krovikan Horror
{3}{B}
Creature -- Horror
2/2
At end of turn, if Krovikan Horror is in your graveyard with a creature card directly above it, you may return Krovikan Horror to your hand.
{1}, Sacrifice a creature: Krovikan Horror deals 1 damage to target creature or player.

Krovikan Plague
{2}{B}
Enchant Creature

Krovikan Plague can enchant only a non-Wall creature you control.
When Krovikan Plague comes into play, draw a card at the beginning of the next turn's upkeep.
Enchanted creature has "{T}: Put a -0/-1 counter on this creature, and Krovikan Plague deals 1 damage to target creature or player."

Krovikan Sorcerer
{2}{U}
Creature -- Wizard
1/1
{T}, Discard a card from your hand: Draw a card.
{T}, Discard a black card from your hand: Draw two cards, then discard one of them.

Krovikan Vampire
{3}{B}{B}
Creature -- Vampire
3/3
Whenever a creature dealt damage by Krovikan Vampire this turn is put into a graveyard, put that card into play under your control at end of turn. Sacrifice the creature when you lose control of Krovikan Vampire.

Kry Shield
{2}
Artifact
{2}, {T}: Prevent all damage that would be dealt this turn by target creature you control. That creature gets +0/+X until end of turn, where X is its converted mana cost.

Kudzu
{1}{G}{G}
Enchant Land
When enchanted land becomes tapped, destroy it. That land's controller moves Kudzu to a land of his or her choice.

Kukemssa Pirates
{3}{U}
Creature -- Pirate
2/2
Whenever Kukemssa Pirates attacks and isn't blocked, you may gain control of target artifact defending player controls. If you do, Kukemssa Pirates deals no combat damage this turn.

Kukemssa Serpent
{3}{U}
Creature -- Serpent
4/3
Kukemssa Serpent can't attack unless defending player controls an island.
{U}, Sacrifice an island: Target land an opponent controls becomes an island until end of turn.
When you control no islands, sacrifice Kukemssa Serpent.

Kurgadon
{4}{G}
Creature -- Beast
3/3
Whenever you play a creature spell with converted mana cost 6 or more, put three +1/+1 counters on Kurgadon.

Kyren Archive
{3}
Artifact
At the beginning of your upkeep, you may remove the top card of your library from the game face down.

{5}, Discard your hand, Sacrifice Kyren Archive: Put all cards removed from the game with Kyren Archive into their owner's hand.

Kyren Glider
{1}{R}
Creature -- Goblin
1/1
Flying
Kyren Glider can't block.

Kyren Legate
{1}{R}
Creature -- Goblin
1/1
If an opponent controls a plains and you control a mountain, you may play Kyren Legate without paying its mana cost.
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Kyren Negotiations
{2}{R}{R}
Enchantment
Tap an untapped creature you control: Kyren Negotiations deals 1 damage to target player.

Kyren Sniper
{2}{R}
Creature -- Goblin
1/1
At the beginning of your upkeep, you may have Kyren Sniper deal 1 damage to target player.

Kyren Toy
{3}
Artifact
{1}, {T}: Put a charge counter on Kyren Toy.
{T}, Remove X charge counters from Kyren Toy: Add X plus one colorless mana to your mana pool.

Kyscu Drake
{3}{G}
Creature -- Drake
2/2
Flying
{G}: Kyscu Drake gets +0/+1 until end of turn. Play this ability no more than once each turn.
Sacrifice Kyscu Drake and a creature named Spitting Drake: Search your library for a card named Viashivan Dragon and put that card into play. Then shuffle your library.

Lab Rats
{B}
Sorcery
Buyback {4} #(If you pay an additional #{4}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Put a 1/1 black Rat creature token into play.

Labyrinth Minotaur
{3}{U}
Creature -- Minotaur
1/4
Whenever Labyrinth Minotaur blocks a creature, that creature doesn't untap during its controller's next untap step.

Laccolith Grunt
{2}{R}
Creature -- Beast
2/2
Whenever Laccolith Grunt becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Grunt deals no combat damage this turn.

Laccolith Rig
{R}
Enchant Creature
Whenever enchanted creature becomes blocked, you may have it deal damage equal to its power to target creature. If you do, enchanted creature deals no combat damage this turn.

Laccolith Titan
{5}{R}{R}
Creature -- Beast
6/6
Whenever Laccolith Titan becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Titan deals no combat damage this turn.

Laccolith Warrior
{2}{R}{R}
Creature -- Beast
3/3
Whenever Laccolith Warrior becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Warrior deals no combat damage this turn.

Laccolith Whelp
{R}
Creature -- Beast
1/1
Whenever Laccolith Whelp becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Whelp deals no combat damage this turn.

Lady Caleria
{3}{G}{G}{W}{W}
Creature -- Legend
3/6
{T}: Lady Caleria deals 3 damage to target attacking or blocking creature.

Lady Evangela
{W}{U}{B}
Creature -- Legend
1/2
{W}{B}, {T}: Prevent all combat damage that would be dealt by target creature this turn.

Lady Orca
{5}{B}{R}
Creature -- Legend
7/4

Lake of the Dead
Land
If Lake of the Dead would come into play, sacrifice a swamp instead. If you do, put Lake of the Dead into play. If you don't, put it into its owner's graveyard.
{T}: Add {B} to your mana pool.
{T}, Sacrifice a swamp: Add {B}{B}{B}{B} to your mana pool.

Lance
{W}
Enchant Creature
Enchanted creature has first strike.

Lancers en-Kor
{3}{W}{W}
Creature -- Soldier
3/3
Trample
{0}: The next 1 damage that would be dealt to Lancers en-Kor this turn is dealt to target creature you control instead.

Land Cap
Land
{T}: Add {W} or {U} to your mana pool. Land Cap doesn't untap during its controller's next untap step.

Land Equilibrium
{2}{U}{U}
Enchantment
If an opponent who controls at least as many lands as you do would put a land into play, that player instead puts that land into play then sacrifices a land.

Land Grant
{1}{G}
Sorcery
If you have no land cards in hand, you may reveal your hand rather than pay Land Grant's mana cost.
Search your library for a forest card, reveal that card, and put it into your hand. Then shuffle your library.

Land Leeches
{1}{G}{G}
Creature -- Leech
2/2
First strike

Land Tax
{W}
Enchantment
At the beginning of your upkeep, if an opponent controls more lands than you, you may search your library for up to three basic land cards, reveal them, and put them into your hand. If you do, shuffle your library.

Land's Edge
{1}{R}{R}
Enchant World
Discard a card from your hand: If the discarded card is a land card, Land's Edge deals 2 damage to target player. Any player may play this ability.

Landslide
{R}
Sorcery
Sacrifice any number of mountains. Landslide deals that much damage to target player.

Lapis Lazuli Talisman
{2}
Artifact
Whenever a blue spell is played, you may pay {3}. If you do, untap target permanent.

Laquatus's Champion

{4}{B}{B}
Creature -- Nightmare Horror
6/3
When Laquatus's Champion comes into play, target player loses 6 life.
When Laquatus's Champion leaves play, that player gains 6 life.
{B}: Regenerate Laquatus's Champion.

Laquatus's Creativity
{4}{U}
Sorcery
Target player draws cards equal to the number of cards in his or her hand, then discards that many cards from it.

Laquatus's Disdain
{1}{U}
Instant
Counter target spell played from a graveyard.
Draw a card.

Larceny
{3}{B}{B}
Enchantment
Whenever a creature you control deals combat damage to a player, that player discards a card from his or her hand.

Lashknife
{1}{W}
Enchant Creature
If you control a plains, you may tap an untapped creature you control rather than pay Lashknife's mana cost.
Enchanted creature has first strike.

Lashknife Barrier
{2}{W}
Enchantment
When Lashknife Barrier comes into play, draw a card.
If a source would deal damage to a creature you control, it deals that much damage minus 1 to that creature instead.

Last Breath
{1}{W}
Instant
Remove target creature with power 2 or less from the game. Its controller gains 4 life.

Last Caress
{2}{B}
Sorcery
Target player loses 1 life and you gain 1 life.
Draw a card.

Last Laugh
{2}{B}{B}
Enchantment
Whenever a permanent other than Last Laugh is put into a graveyard from play, Last Laugh deals 1 damage to each creature and each player.
When no creatures are in play, sacrifice Last Laugh.

Last Rites
{2}{B}
Sorcery
Discard any number of cards from your hand. Target player reveals his or her hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.

Last Stand
{W}{U}{B}{R}{G}
Sorcery
Target opponent loses 2 life for each swamp you control. Last Stand deals damage equal to the number of mountains you control to target creature. Put a 1/1 green Saproling creature token into play for each forest you control. You gain 2 life for each plains you control. Draw a card for each island you control, then discard that many cards from your hand.

Last-Ditch Effort
{R}
Instant
Sacrifice any number of creatures. Last-Ditch Effort deals X damage to target creature or player, where X is the number of creatures sacrificed this way.

Lat-Nam's Legacy
{1}{U}
Instant
Shuffle a card from your hand into your library. If you do, draw two cards at the beginning of the next turn's upkeep.

Latulla, Keldon Overseer
{3}{R}{R}
Creature -- Spellshaper Legend
3/3
{X}{R}, {T}, Discard two cards from your hand: Latulla, Keldon Overseer deals X damage to target creature or player.

Latulla's Orders
{1}{R}
Enchant Creature
You may play Latulla's Orders any time you could play an instant.
Whenever enchanted creature deals combat damage to defending player, you may destroy target artifact that player controls.

Launch
{1}{U}
Enchant Creature
Enchanted creature has flying.
When Launch is put into a graveyard from play, return Launch to its owner's hand.

Lava Axe
{4}{R}
Sorcery
Lava Axe deals 5 damage to target player.

Lava Blister
{1}{R}
Sorcery
Destroy target nonbasic land unless its controller has Lava Blister deal 6 damage to him or her.

Lava Burst
{X}{R}
Sorcery
Lava Burst deals X damage to target creature or player. If Lava Burst would deal damage to a creature, that damage can't be prevented or dealt instead to another creature or player.

Lava Dart
{R}
Instant

Lava Dart deals 1 damage to target creature or player.
Flashback--Sacrifice a mountain. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Lava Hounds
{2}{R}{R}
Creature -- Hound
4/4
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
When Lava Hounds comes into play, it deals 4 damage to you.

Lava Runner
{1}{R}{R}
Creature -- Lizard
2/2
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Whenever Lava Runner becomes the target of a spell or ability, that spell or ability's controller sacrifices a land.

Lava Storm
{3}{R}{R}
Instant
Choose one -- Lava Storm deals 2 damage to each attacking creature; or Lava Storm deals 2 damage to each blocking creature.

Lava Tubes
Land
{T}: Add {B} or {R} to your mana pool. Lava Tubes doesn't untap during its controller's next untap step.

Lava Zombie
{1}{B}{R}
Creature -- Zombie
4/3
When Lava Zombie comes into play, return a black or red creature you control to its owner's hand.
{2}: Lava Zombie gets +1/+0 until end of turn.

Lavaborn Muse
{3}{R}
Creature -- Spirit
3/3
At the beginning of each opponent's upkeep, if that player has two or fewer cards in hand, Lavaborn Muse deals 3 damage to him or her.

Lavamancer's Skill
{1}{R}
Enchant Creature
Enchanted creature has {T}: This creature deals 1 damage to target creature. If enchanted creature is a Wizard, it has {T}: This creature deals 2 damage to target creature.

Lawbringer
{2}{W}
Creature -- Rebel
2/2
{T}, Sacrifice Lawbringer: Remove target red creature from the game.

Lay of the Land
{G}
Sorcery
Search your library for a basic land card, reveal that card, and put it into

your hand. Then shuffle your library.

Lay Waste
{3}{R}
Sorcery
Destroy target land.
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Lead Astray
{1}{W}
Instant
Tap up to two target creatures.

Lead Golem
{5}
Artifact Creature -- Golem
3/5
Whenever Lead Golem attacks, it doesn't untap during its controller's next untap step.

Lead-Belly Chimera
{4}
Artifact Creature -- Chimera
2/2
Trample
Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains trample. #(This effect doesn't end at end of turn.)#

Leaf Dancer
{1}{G}{G}
Creature -- Centaur
2/2
Forestwalk

Leap
{U}
Instant
Target creature gains flying until end of turn.
Draw a card.

Leaping Lizard
{1}{G}{G}
Creature -- Lizard
2/3
{1}{G}: Leaping Lizard gains flying and gets -0/-1 until end of turn.

Leeches
{1}{W}{W}
Sorcery
Target player loses all poison counters. Leeches deals 1 damage to that player for each poison counter removed this way.

Leeching Licid
{1}{B}
Creature -- Licid
1/1
{B}, {T}: Leeching Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "At the beginning of the upkeep of enchanted creature's controller, Leeching Licid deals 1 damage to that player" and "{B}: End the effect that created this ability."

Leering Gargoyle
{1}{W}{U}
Creature -- Gargoyle

2/2
Flying
{T}: Leering Gargoyle gets -2/+2 and loses flying until end of turn.

Leery Fogbeast
{2}{G}
Creature -- Beast
4/2
Whenever Leery Fogbeast becomes blocked, prevent all combat damage that would be dealt this turn.

Legacy Weapon
{7}
Legendary Artifact
{W}{U}{B}{R}{G}: Remove target permanent from the game.
If Legacy Weapon would be put into a graveyard from anywhere, reveal Legacy Weapon and shuffle it into its owner's library instead.

Legacy's Allure
{U}{U}
Enchantment
At the beginning of your upkeep, you may put a treasure counter on Legacy's Allure.
Sacrifice Legacy's Allure: Gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure. #(This effect doesn't end at end of turn.)#

Legerdemain
{2}{U}{U}
Sorcery
Exchange control of target artifact or creature and another target permanent if they share one of those types. #(This effect doesn't end at end of turn.)#

Legions of Lim-Dul
{1}{B}{B}
Creature -- Zombie
2/3
Snow-covered swampwalk #(This creature is unblockable as long as defending player controls a snow-covered swamp.)#

Leshrac's Rite
{B}
Enchant Creature
Enchanted creature has swampwalk. #(It's unblockable as long as defending player controls a swamp.)#

Leshrac's Sigil
{B}{B}
Enchantment
Whenever an opponent plays a green spell, you may pay {B}{B}. If you do, look at that player's hand and choose a card from it. The player discards that card.
{B}{B}: Return Leshrac's Sigil to its owner's hand.

Lesser Gargadon
{2}{R}{R}
Creature -- Beast
6/4
Whenever Lesser Gargadon attacks or blocks, sacrifice a land.

Lesser Werewolf
{3}{B}
Creature -- Lycanthrope
2/4
{B}: If Lesser Werewolf's power is 1 or more, it gets -1/-0 until end of turn

and put a -0/-1 counter on target creature blocking or blocked by Lesser Werewolf. Play this ability only during the declare blockers step.

Lethal Vapors
{2}{B}{B}
Enchantment
Whenever a creature comes into play, destroy it.
{0}: Destroy Lethal Vapors. You skip your next turn. Any player may play this ability.

Leviathan
{5}{U}{U}{U}{U}
Creature -- Leviathan
10/10
Trample
Leviathan comes into play tapped and doesn't untap during your untap step.
At the beginning of your upkeep, you may sacrifice two islands. If you do, untap Leviathan.
Leviathan can't attack unless you sacrifice two islands. #(This cost is paid as attackers are declared.)#

Levitation
{2}{U}{U}
Enchantment
Creatures you control have flying.

Ley Druid
{2}{G}
Creature -- Cleric
1/1
{T}: Untap target land.

Ley Line
{3}{G}
Enchantment
At the beginning of each player's upkeep, that player may put a +1/+1 counter on target creature of his or her choice.

Lhurgoyf
{2}{G}{G}
Creature -- Lhurgoyf
/1+
Lhurgoyf's power is equal to the number of creature cards in all graveyards, and its toughness is equal to that number plus 1.

Liability
{1}{B}{B}
Enchantment
Whenever a card is put into a player's graveyard from play, that player loses 1 life.

Liberate
{1}{W}
Instant
Remove target creature you control from the game. At end of turn, return that card to play under its owner's control.

Liberated Dwarf
{R}
Creature -- Dwarf
1/1
{R}, Sacrifice Liberated Dwarf: Target green creature gets +1/+0 and gains first strike until end of turn.

Library of Alexandria
Land
{T}: Add one colorless mana to your mana pool.
{T}: Draw a card. Play this ability only if you have exactly seven cards in your hand.

Library of Lat-Nam
{4}{U}
Sorcery
An opponent chooses one -- You draw three cards at the beginning of the next turn's upkeep; or you search your library for a card, put that card into your hand, then shuffle your library.

Library of Leng
{1}
Artifact
You have no maximum hand size.
If an effect causes you to discard a card from your hand, discard it, but you may put it on top of your library instead of into your graveyard.

Lich
{B}{B}{B}{B}
Enchantment
As Lich comes into play, your life total becomes 0.
You don't lose the game for having 0 or less life.
If you would gain life, draw that many cards instead.
Whenever you're dealt damage, sacrifice that many permanents.
When Lich leaves play, you lose the game.

Lichenthrope
{3}{G}{G}
Creature -- Lichenthrope
5/5
For each 1 damage that would be dealt to Lichenthrope, put a -1/-1 counter on it instead.
At the beginning of your upkeep, remove a -1/-1 counter from Lichenthrope.

Liege of the Axe
{3}{W}
Creature -- Soldier
2/3
Attacking doesn't cause Liege of the Axe to tap.
Morph {1}{W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Liege of the Axe is turned face up, untap it.

Liege of the Hollows
{2}{G}{G}
Creature -- Spirit
3/4
When Liege of the Hollows is put into a graveyard from play, each player may pay any amount of mana. Then each player puts into play a number of 1/1 green Squirrel creature tokens equal to the amount of mana he or she paid this way.

Lieutenant Kirtar
{1}{W}{W}
Creature -- Bird Soldier Legend
2/2
Flying
{1}{W}, Sacrifice Lieutenant Kirtar: Remove target attacking creature from the game.

Life // Death
{G} // {1}{B}

Sorcery // Sorcery
Until end of turn, all lands you control are 1/1 creatures that are still lands. // Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.

Life Burst
{1}{W}
Instant
Target player gains 4 life, then gains 4 life for each card named Life Burst in each graveyard.

Life Chisel
{4}
Artifact
Sacrifice a creature: Gain life equal to the sacrificed creature's toughness. Play this ability only during your upkeep.

Life Matrix
{4}
Artifact
{4}, {T}: Put a matrix counter on target creature and that creature gains "Remove a matrix counter from this creature: Regenerate this creature." Play this ability only during your upkeep.

Lifeblood
{2}{W}{W}
Enchantment
Whenever a mountain an opponent controls becomes tapped, you gain 1 life.

Lifeforce
{G}{G}
Enchantment
{G}{G}: Counter target black spell.

Lifelace
{G}
Instant
Target spell or permanent becomes green. #(Mana symbols on that permanent remain unchanged.)#

Lifeline
{5}
Artifact
Whenever a creature is put into a graveyard from play and another creature is in play, return the first creature from that graveyard to play under its owner's control at end of turn.

Lifetap
{U}{U}
Enchantment
Whenever a forest an opponent controls becomes tapped, you gain 1 life.

Light of Day
{3}{W}
Enchantment
Black creatures can't attack or block.

Lightbringer
{2}{W}
Creature -- Rebel
2/2
{T}, Sacrifice Lightbringer: Remove target black creature from the game.

Lightning Angel

{1}{R}{W}{U}
Creature -- Angel
3/4
Flying; haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Attacking doesn't cause Lightning Angel to tap.

Lightning Blast
{3}{R}
Instant
Lightning Blast deals 4 damage to target creature or player.

Lightning Blow
{1}{W}
Instant
Target creature gains first strike until end of turn.
Draw a card at the beginning of the next turn's upkeep.

Lightning Bolt
{R}
Instant
Lightning Bolt deals 3 damage to target creature or player.

Lightning Cloud
{3}{R}
Enchantment
Whenever a red spell is played, you may pay {R}. If you do, Lightning Cloud deals 1 damage to target creature or player.

Lightning Dart
{1}{R}
Instant
Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.

Lightning Dragon
{2}{R}{R}
Creature -- Dragon
4/4
Flying; echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
{R}: Lightning Dragon gets +1/+0 until end of turn.

Lightning Elemental
{3}{R}
Creature -- Elemental
4/1
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Lightning Hounds
{2}{R}{R}
Creature -- Hound
3/2
First strike

Lightning Reflexes
{1}{R}
Enchant Creature
You may play Lightning Reflexes any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +1/+0 and has first strike.

Lightning Rift
{1}{R}
Enchantment
Whenever a player cycles a card, you may pay {1}. If you do, Lightning Rift deals 2 damage to target creature or player.

Lightning Surge
{3}{R}{R}
Sorcery
Lightning Surge deals 4 damage to target creature or player.
Threshold -- Instead Lightning Surge deals 6 damage to that creature or player and the damage can't be prevented.
Flashback {5}{R}{R} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Lilting Refrain
{1}{U}
Enchantment
At the beginning of your upkeep, you may put a verse counter on Lilting Refrain.
Sacrifice Lilting Refrain: Counter target spell unless its controller pays {X}, where X is the number of verse counters on Lilting Refrain.

Lim-Dul's Cohort
{1}{B}{B}
Creature -- Zombie
2/3
Whenever Lim-Dul's Cohort blocks or becomes blocked by a creature, that creature can't be regenerated this turn.

Lim-Dul's Hex
{1}{B}
Enchantment
At the beginning of your upkeep, for each player, Lim-Dul's Hex deals 1 damage to that player unless he or she pays {B} or {3}.

Lim-Dul's High Guard
{1}{B}{B}
Creature -- Skeleton
2/1
First strike
{1}{B}: Regenerate Lim-Dul's High Guard.

Lim-Dul's Paladin
{2}{B}{R}
Creature -- Paladin
0/3
Trample
At the beginning of your upkeep, sacrifice Lim-Dul's Paladin unless you discard a card from your hand. If you sacrifice it this way, draw a card.
Whenever Lim-Dul's Paladin becomes blocked, it gets +6/+3 until end of turn.
Whenever Lim-Dul's Paladin attacks and isn't blocked, it deals no combat damage this turn and defending player loses 4 life.

Lim-Dul's Vault
{U}{B}
Instant
Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library and look at the next five cards of your library. Then remove the top five cards from your library, shuffle it, and put those cards back in any order.

Limestone Golem
{6}
Artifact Creature -- Golem

3/4
{2}, Sacrifice Limestone Golem: Target player draws a card.

Limited Resources
{W}
Enchantment
When Limited Resources comes into play, each player chooses five lands he or she controls and sacrifices the rest.
Players can't play lands if there are ten or more lands in play.

Lin Sivvi, Defiant Hero
{1}{W}{W}
Creature -- Rebel Legend
1/3
{X}, {T}: Search your library for a Rebel card with converted mana cost X or less and put that card into play. Then shuffle your library.
{3}: Put target Rebel card from your graveyard on the bottom of your library.

Lingering Death
{1}{B}
Enchant Creature
The controller of enchanted creature sacrifices it at the end of his or her turn.

Lingering Mirage
{1}{U}
Enchant Land
Enchanted land is an island.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Lion's Eye Diamond
{0}
Artifact
Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana of any one color to your mana pool. Play this ability only any time you could play an instant.

Liquid Fire
{4}{R}{R}
Sorcery
Liquid Fire deals 5 damage divided as you choose between target creature and that creature's controller.

Liquify
{2}{U}
Instant
Counter target spell with converted mana cost 3 or less. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.

Lithatog
{1}{R}{G}
Creature -- Atog
1/2
Sacrifice an artifact: Lithatog gets +1/+1 until end of turn.
Sacrifice a land: Lithatog gets +1/+1 until end of turn.

Lithophage
{3}{R}{R}
Creature -- Insect
7/7
At the beginning of your upkeep, sacrifice Lithophage unless you sacrifice a mountain.

Living Airship
{3}{U}

Creature -- Ship
2/3
Flying
{2}{G}: Regenerate Living Airship.

Living Armor
{4}
Artifact
{T}, Sacrifice Living Armor: Put X +0/+1 counters on target creature, where X is that creature's converted mana cost.

Living Artifact
{G}
Enchant Artifact
Whenever you're dealt damage, put that many vitality counters on Living Artifact.
At the beginning of your upkeep, you may remove a vitality counter from Living Artifact. If you do, you gain 1 life.

Living Death
{3}{B}{B}
Sorcery
Each player removes all creature cards in his or her graveyard from the game, then sacrifices all creatures he or she controls, then puts into play all cards he or she removed this way.

Living Lands
{3}{G}
Enchantment
All forests are 1/1 creatures that are still lands.

Living Plane
{2}{G}{G}
Enchant World
All lands are 1/1 creatures that are still lands.

Living Terrain
{2}{G}{G}
Enchant Land
Enchanted land is a 5/6 green Treefolk creature that's still a land.

Living Wall
{4}
Artifact Creature -- Wall
0/6
#(Walls can't attack.)#
{1}: Regenerate Living Wall.

Living Wish
{1}{G}
Sorcery
Choose a creature or land card you own from outside the game, reveal that card, and put it into your hand. Remove Living Wish from the game.

Livonya Silone
{2}{R}{R}{G}{G}
Creature -- Legend
4/4
First strike, legendary landwalk #(This creature is unblockable as long as defending player controls a legendary land.)#

Llanowar Behemoth
{3}{G}{G}
Creature -- Behemoth

4/4
Tap an untapped creature you control: Llanowar Behemoth gets +1/+1 until end of turn.

Llanowar Cavalry
{2}{G}
Creature -- Soldier
1/4
{W}: Attacking doesn't cause Llanowar Cavalry to tap this turn.

Llanowar Dead
{B}{G}
Creature -- Zombie Elf
2/2
{T}: Add {B} to your mana pool.

Llanowar Druid
{1}{G}
Creature -- Elf
1/2
{T}, Sacrifice Llanowar Druid: Untap all forests.

Llanowar Elite
{G}
Creature -- Elf
1/1
Kicker {8} #(You may pay an additional #{8}# as you play this spell.)#
Trample
If you paid the kicker cost, Llanowar Elite comes into play with five +1/+1 counters on it.

Llanowar Elves
{G}
Creature -- Elf
1/1
{T}: Add {G} to your mana pool.

Llanowar Knight
{G}{W}
Creature -- Elf Knight
2/2
Protection from black

Llanowar Sentinel
{2}{G}
Creature -- Elf
2/3
When Llanowar Sentinel comes into play, you may pay {1}{G}. If you do, search your library for a card named Llanowar Sentinel and put that card into play. Then shuffle your library.

Llanowar Vanguard
{2}{G}
Creature -- Dryad
1/1
{T}: Llanowar Vanguard gets +0/+4 until end of turn.

Llanowar Wastes
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {B} or {G} to your mana pool. Llanowar Wastes deals 1 damage to you.

Llawan, Cephalid Empress
{3}{U}

Creature -- Cephalid Legend
2/3
When Llawan, Cephalid Empress comes into play, return all blue creatures your opponents control to their owners' hands.
Your opponents can't play blue creature spells.

Loafing Giant
{4}{R}
Creature -- Giant
4/6
Whenever Loafing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Loafing Giant would deal this turn.

Lobotomy
{2}{U}{B}
Sorcery
Target player reveals his or her hand, then you choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library.

Locust Swarm
{3}{G}
Creature -- Swarm
1/1
Flying
{G}: Regenerate Locust Swarm.
{G}: Untap Locust Swarm. Play this ability only once each turn.

Lodestone Bauble
{0}
Artifact
{1}, {T}, Sacrifice Lodestone Bauble: Put up to four target basic land cards from a player's graveyard on top of his or her library in any order. That player draws a card at the beginning of the next turn's upkeep.

Lone Wolf
{2}{G}
Creature -- Wolf
2/2
You may have Lone Wolf deal its combat damage to defending player as though it weren't blocked.

Lonely Sandbar
Land
Lonely Sandbar comes into play tapped.
{T}: Add {U} to your mana pool.
Cycling {U} ({U}, Discard this card from your hand: Draw a card.)

Longbow Archer
{W}{W}
Creature -- Soldier
2/2
First strike
Longbow Archer may block as though it had flying.

Longhorn Firebeast
{2}{R}
Creature -- Beast
3/2
When Longhorn Firebeast comes into play, any opponent may have it deal 5 damage to him or her. If a player does, sacrifice Longhorn Firebeast.

Long-Term Plans
{2}{U}
Instant
Search your library for a card, shuffle your library, then put that card third from the top.

Looming Shade
{2}{B}
Creature -- Shade
1/1
{B}: Looming Shade gets +1/+1 until end of turn.

Lord Magnus
{3}{G}{W}{W}
Creature -- Legend
4/3
First strike
Creatures with plainswalk may be blocked as though they didn't have plainswalk.
Creatures with forestwalk may be blocked as though they didn't have forestwalk.

Lord of Atlantis
{U}{U}
Creature -- Lord
2/2
All Merfolk get +1/+1 and have islandwalk. #(They're unblockable as long as defending player controls an island.)#

Lord of the Pit
{4}{B}{B}{B}
Creature -- Demon
7/7
Flying, trample
At the beginning of your upkeep, sacrifice a creature other than Lord of the Pit. If you can't, Lord of the Pit deals 7 damage to you.

Lord of the Undead
{1}{B}{B}
Creature -- Lord
2/2
All Zombies get +1/+1.
{1}{B}, {T}: Return target Zombie card from your graveyard to your hand.

Lord of Tresserhorn
{1}{U}{B}{R}
Creature -- Legend
10/4
When Lord of Tresserhorn comes into play, you lose 2 life and sacrifice two creatures, and an opponent draws two cards.
{B}: Regenerate Lord of Tresserhorn.

Lost in Thought
{1}{U}
Enchant Creature
Enchanted creature can't attack or block and its activated abilities can't be played. Its controller may remove three cards in his or her graveyard from the game to ignore this ability until end of turn.

Lost Order of Jarkeld
{2}{W}{W}
Creature -- Knight
1+*/1+*
As Lost Order of Jarkeld comes into play, choose an opponent.
Lost Order of Jarkeld's power and toughness are each equal to 1 plus the number of creatures that opponent controls.

Lost Soul
{1}{B}{B}
Creature -- Minion
2/1
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Lotus Blossom
{2}
Artifact
At the beginning of your upkeep, you may put a petal counter on Lotus Blossom.
{T}, Sacrifice Lotus Blossom: Add X mana of any one color to your mana pool, where X is the number of petal counters on Lotus Blossom.

Lotus Guardian
{7}
Artifact Creature
4/4
Flying
{T}: Add one mana of any color to your mana pool.

Lotus Petal
{0}
Artifact
{T}, Sacrifice Lotus Petal: Add one mana of any color to your mana pool.

Lotus Vale
Land
If Lotus Vale would come into play, sacrifice two untapped lands instead. If you do, put Lotus Vale into play. If you don't, put it into its owner's graveyard.
{T}: Add three mana of any one color to your mana pool.

Lowland Basilisk
{2}{G}
Creature -- Basilisk
1/3
Whenever Lowland Basilisk deals damage to a creature, destroy that creature at end of combat.

Lowland Giant
{2}{R}{R}
Creature -- Giant
4/3

Lowland Tracker
{4}{W}
Creature -- Soldier
2/2
First strike
Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Lull
{1}{G}
Instant
Prevent all combat damage that would be dealt this turn.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Lumbering Satyr
{2}{G}{G}
Creature -- Beast
5/4
All creatures have forestwalk. #(They're unblockable as long as defending player

controls a forest.)#

Luminous Guardian
{3}{W}
Creature -- Guardian
1/4
{W}: Luminous Guardian gets +0/+1 until end of turn.
{2}: Luminous Guardian may block an additional creature this turn.

Lunge
{2}{R}
Instant
Lunge deals 2 damage to target creature and 2 damage to target player.

Lure
{1}{G}{G}
Enchant Creature
All creatures able to block enchanted creature do so.

Lure of Prey
{2}{G}{G}
Instant
Play Lure of Prey only if an opponent played a creature spell this turn.
Put a green creature card from your hand into play.

Lurker
{2}{G}
Creature -- Lurker
2/3
Lurker can't be the target of spells unless it attacked or blocked this turn.

Lurking Evil
{B}{B}{B}
Enchantment
Pay half your life, rounded up: Lurking Evil becomes a 4/4 Horror creature with flying.

Lurking Jackals
{B}
Enchantment
When an opponent has 10 life or less, if Lurking Jackals is an enchantment, it becomes a 3/2 Hound creature.

Lurking Skirge
{1}{B}
Enchantment
When a creature is put into an opponent's graveyard from play, if Lurking Skirge is an enchantment, Lurking Skirge becomes a 3/2 Imp creature with flying.

Macetail Hystrodon
{6}{R}
Creature -- Beast
4/4
First strike, haste
Cycling {3} ({3}, Discard this card from your hand: Draw a card.)

Mad Dog
{1}{R}
Creature -- Hound
2/2
At the end of your turn, if Mad Dog didn't attack or come under your control this turn, sacrifice it.

Maddening Imp

{2}{B}
Creature -- Imp
1/1
Flying
{T}: Non-Wall creatures the active player controls gain "this creature attacks if able" until end of turn. At end of turn, destroy each of those creatures that didn't attack this turn. Play this ability only during an opponent's turn and only before attackers are declared.

Maddening Wind
{2}{G}
Enchant Creature
Cumulative upkeep {G}
At the beginning of the upkeep of enchanted creature's controller, Maddening Wind deals 2 damage to that player.

Mage il-Vec
{2}{R}
Creature -- Wizard
2/2
{T}, Discard a card at random from your hand: Mage il-Vec deals 1 damage to target creature or player.

Mages' Contest
{1}{R}{R}
Instant
You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.

Mage's Guile
{1}{U}
Instant
Target creature can't be the target of spells or abilities this turn.
Cycling {U} ({U}, Discard this card from your hand: Draw a card.)

Mageta the Lion
{3}{W}{W}
Creature -- Spellshaper Legend
3/3
{2}{W}{W}, {T}, Discard two cards from your hand: Destroy all creatures except for Mageta the Lion. Those creatures can't be regenerated.

Mageta's Boon
{1}{W}
Enchant Creature
You may play Mageta's Boon any time you could play an instant.
Enchanted creature gets +1/+2.

Maggot Carrier
{B}
Creature -- Zombie
1/1
When Maggot Carrier comes into play, each player loses 1 life.

Maggot Therapy
{2}{B}
Enchant Creature
You may play Maggot Therapy any time you could play an instant.
Enchanted creature gets +2/-2.

Magical Hack
{U}

Instant
Change the text of target spell or permanent by replacing all instances of one basic land type with another. #(For example, you may change "swampwalk" to "plainswalk.") (This effect doesn't end at end of turn.)#

Magistrate's Scepter
{3}
Artifact
{4}, {T}: Put a charge counter on Magistrate's Scepter.
{T}, Remove three charge counters from Magistrate's Scepter: Take another turn after this one.

Magistrate's Veto
{2}{R}
Enchantment
White creatures and blue creatures can't block.

Magma Burst
{3}{R}
Instant
Kicker--Sacrifice two lands. #(You may sacrifice two lands in addition to any other costs as you play this spell.)#
Magma Burst deals 3 damage to target creature or player. If you paid the kicker cost, Magma Burst deals 3 damage to another target creature or player.

Magma Mine
{1}
Artifact
{4}: Put a pressure counter on Magma Mine.
{T}, Sacrifice Magma Mine: Magma Mine deals damage equal to the number of pressure counters on it to target creature or player.

Magma Sliver
{3}{R}
Creature -- Sliver
3/3
All Slivers have {T}: Target Sliver gets +X/+0 until end of turn, where X is the number of Slivers in play.

Magma Vein
{2}{R}
Enchantment
{R}, Sacrifice a land: Magma Vein deals 1 damage to each creature without flying.

Magmasaur
{3}{R}{R}
Creature -- Elemental
0/0
Magmasaur comes into play with five +1/+1 counters on it.
At the beginning of your upkeep, sacrifice Magmasaur unless you remove a +1/+1 counter from it. If you sacrifice Magmasaur this way, it deals damage equal to the number of +1/+1 counters on it to each creature without flying and each player.

Magnetic Mountain
{1}{R}{R}
Enchantment
Blue creatures don't untap during their controllers' untap steps.
Blue creatures have "{4}: Untap this creature. Play this ability only during your upkeep."

Magnetic Web
{2}

Artifact
If a creature with a magnet counter on it attacks, all creatures with magnet counters on them attack this turn if able.
Whenever a creature with a magnet counter on it attacks, all creatures with magnet counters on them block that creature this turn if able.
{1}, {T}: Put a magnet counter on target creature.

Magnify
{G}
Instant
All creatures get +1/+1 until end of turn.

Magnigoth Treefolk
{4}{G}
Creature -- Treefolk
2/6
For each basic land type among lands you control, Magnigoth Treefolk has landwalk of that type. #(It's unblockable as long as defending player controls a land of that type.)#

Magnivore
{2}{R}{R}
Creature -- Lhurgoyf
/
Haste
Magnivore's power and toughness are each equal to the number of sorcery cards in all graveyards.

Magus of the Unseen
{1}{U}
Creature -- Wizard
1/1
{1}{U}, {T}: Untap target artifact an opponent controls and gain control of it until end of turn. If it's an artifact creature, it gains haste until end of turn. When you lose control of the artifact, tap it. #(The creature may attack and #{T}# the turn it comes under your control.)#

Mahamoti Djinn
{4}{U}{U}
Creature -- Djinn
5/6
Flying

Major Teroh
{3}{W}
Creature -- Bird Soldier Legend
2/3
Flying
{3}{W}{W}, Sacrifice Major Teroh: Remove all black creatures from the game.

Malachite Talisman
{2}
Artifact
Whenever a green spell is played, you may pay {3}. If you do, untap target permanent.

Malevolent Awakening
{1}{B}{B}
Enchantment
{1}{B}{B}, Sacrifice a creature: Return target creature card from your graveyard to your hand.

Malicious Advice
{X}{U}{B}

Instant
Tap X target artifacts, creatures, and/or lands. You lose X life.

Malignant Growth
{3}{G}{U}
Enchantment
Cumulative upkeep {1}
At the beginning of your upkeep, put a growth counter on Malignant Growth.
At the beginning of each of your opponents' draw steps, that player draws a card for each growth counter on Malignant Growth, then Malignant Growth deals to the player damage equal to the number of cards he or she drew this way.

Mammoth Harness
{3}{G}
Enchant Creature
Enchanted creature loses flying.
Whenever enchanted creature blocks a creature, the blocked creature gains first strike until end of turn.
Whenever enchanted creature becomes blocked by a creature, the blocking creature gains first strike until end of turn.

Mana Breach
{2}{U}
Enchantment
Whenever a player plays a spell, that player returns a land he or she controls to its owner's hand.

Mana Cache
{1}{R}{R}
Enchantment
At the end of each player's turn, put a charge counter on Mana Cache for each untapped land that player controls.
Remove a charge counter from Mana Cache: Add one colorless mana to your mana pool. Any player may play this ability but only during his or her turn before the end phase.

Mana Chains
{U}
Enchant Creature
Enchanted creature has "Cumulative upkeep {1}."

Mana Clash
{R}
Sorcery
You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.

Mana Crypt
{0}
Artifact
At the beginning of your upkeep, flip a coin. If you lose the flip, Mana Crypt deals 3 damage to you.
{T}: Add two colorless mana to your mana pool.

Mana Cylix
{1}
Artifact
{1}, {T}: Add one mana of any color to your mana pool.

Mana Drain
{U}{U}
Instant
Counter target spell. At the beginning of your next main phase, add X colorless

mana to your mana pool, where X is that spell's converted mana cost.

Mana Echoes
{2}{R}{R}
Enchantment
Whenever a creature comes into play, you may add {1} to your mana pool for each creature you control that shares a creature type with it.

Mana Flare
{2}{R}
Enchantment
Whenever a player taps a land for mana, that player adds one mana of that type to his or her mana pool.

Mana Leak
{1}{U}
Instant
Counter target spell unless its controller pays {3}.

Mana Leech
{2}{B}
Creature -- Worm
1/1
You may choose not to untap Mana Leech during your untap step.
{T}: Tap target land. It doesn't untap during its controller's untap step as long as Mana Leech remains tapped.

Mana Matrix
{6}
Artifact
Instant and enchantment spells you play cost up to {2} less to play.

Mana Maze
{1}{U}
Enchantment
Players can't play spells that share a color with the spell last played this turn.

Mana Prism
{3}
Artifact
{T}: Add one colorless mana to your mana pool.
{1}, {T}: Add one mana of any color to your mana pool.

Mana Severance
{1}{U}
Sorcery
Search your library for any number of land cards and remove them from the game. Then shuffle your library.

Mana Short
{2}{U}
Instant
Tap all lands target player controls and empty his or her mana pool.

Mana Vapors
{1}{U}
Sorcery
Lands target player controls don't untap during his or her next untap step.

Mana Vault
{1}
Artifact
Mana Vault doesn't untap during your untap step.

At the beginning of your upkeep, you may pay {4}. If you do, untap Mana Vault.
At the beginning of your draw step, if Mana Vault is tapped, it deals 1 damage to you.
{T}: Add three colorless mana to your mana pool.

Mana Vortex
{1}{U}{U}
Enchantment
When Mana Vortex comes into play, sacrifice it unless you sacrifice a land.
At the beginning of each player's upkeep, that player sacrifices a land.
When there are no lands in play, sacrifice Mana Vortex.

Mana Web
{3}
Artifact
Whenever a land an opponent controls is tapped for mana, tap all lands that player controls that can produce any type of mana that land could produce.

Manabarbs
{3}{R}
Enchantment
Whenever a player taps a land for mana, Manabarbs deals 1 damage to that player.

Manabond
{G}
Enchantment
At the end of your turn, you may reveal your hand and put all land cards from it into play. If you do, discard your hand.

Manacles of Decay
{1}{W}
Enchant Creature
Enchanted creature can't attack.
{B}: Enchanted creature gets -1/-1 until end of turn.
{R}: Enchanted creature can't block this turn.

Manakin
{2}
Artifact Creature
1/1
{T}: Add one colorless mana to your mana pool.

Mangara's Blessing
{2}{W}
Instant
You gain 5 life.
When a spell or ability an opponent controls causes you to discard Mangara's Blessing from your hand, you gain 2 life, and you return Mangara's Blessing from your graveyard to your hand at end of turn.

Mangara's Equity
{1}{W}{W}
Enchantment
As Mangara's Equity comes into play, choose black or red.
At the beginning of your upkeep, sacrifice Mangara's Equity unless you pay {1}{W}.
Whenever a creature of the chosen color deals damage to you or a white creature you control, Mangara's Equity deals X damage to that creature, where X is equal to the damage dealt to you or the white creature.

Mangara's Tome
{5}
Artifact
When Mangara's Tome comes into play, search your library for five cards. Remove

those cards from the game face down, then shuffle them. Then shuffle your library.
{2}: The next time you would draw a card this turn, instead put the top card removed from the game with Mangara's Tome into its owner's hand.

Maniacal Rage
{1}{R}
Enchant Creature
Enchanted creature gets +2/+2 and can't block.

Manipulate Fate
{1}{U}
Sorcery
Search your library for three cards, remove them from the game, then shuffle your library.
Draw a card.

Man-o'-War
{2}{U}
Creature -- Jellyfish
2/2
When Man-o'-War comes into play, return target creature to its owner's hand.

Manta Ray
{1}{U}{U}
Creature -- Fish
3/3
Manta Ray can't attack unless defending player controls an island.
Manta Ray can't be blocked except by blue creatures.
When you control no islands, sacrifice Manta Ray.

Manta Riders
{U}
Creature -- Merfolk
1/1
{U}: Manta Riders gains flying until end of turn.

Mantis Engine
{5}
Artifact Creature
3/3
{2}: Mantis Engine gains flying until end of turn.
{2}: Mantis Engine gains first strike until end of turn.

Marauding Knight
{2}{B}{B}
Creature -- Knight
2/2
Protection from white
Marauding Knight gets +1/+1 for each plains your opponents control.

Maraxus of Keld
{4}{R}{R}
Creature -- Legend
/
Maraxus of Keld's power and toughness are each equal to the number of untapped artifacts, creatures, and lands you control.

Marble Diamond
{2}
Artifact
Marble Diamond comes into play tapped.
{T}: Add {W} to your mana pool.

Marble Priest
{5}
Artifact Creature
3/3
All Walls able to block Marble Priest do so.
Prevent all combat damage that would be dealt to Marble Priest by Walls.

Marble Titan
{3}{W}
Creature -- Giant
3/3
Creatures with power 3 or greater don't untap during their controllers' untap steps.

March of Souls
{4}{W}
Sorcery
Destroy all creatures. They can't be regenerated. For each creature destroyed this way, its controller puts a 1/1 white Spirit creature token with flying into play.

Marhault Elsdragon
{3}{R}{R}{G}
Creature -- Legend
4/6
Rampage 1 #(Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)#

Marjhan
{5}{U}{U}
Creature -- Serpent
8/8
Marjhan doesn't untap during your untap step.
Marjhan can't attack unless defending player controls an island.
When you control no islands, sacrifice Marjhan.
{U}{U}, Sacrifice a creature: Untap Marjhan. Play this ability only during your upkeep.
{U}{U}: Marjhan gets -1/-0 until end of turn and deals 1 damage to target attacking creature without flying.

Mark of Fury
{R}
Enchant Creature
Enchanted creature has haste. #(It may attack and #{T}# the turn it comes under your control.)#
At end of turn, return Mark of Fury to its owner's hand.

Marker Beetles
{1}{G}{G}
Creature -- Insect
2/3
When Marker Beetles is put into a graveyard from play, target creature gets +1/+1 until end of turn.
{2}, Sacrifice Marker Beetles: Draw a card.

Maro
{2}{G}{G}
Creature -- Elemental
/
Maro's power and toughness are each equal to the number of cards in your hand.

Marsh Boa
{G}
Creature -- Snake

1/1
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Marsh Crocodile
{2}{U}{B}
Creature -- Crocodile
4/4
When Marsh Crocodile comes into play, return a blue or black creature you control to its owner's hand.
When Marsh Crocodile comes into play, each player discards a card from his or her hand.

Marsh Gas
{B}
Instant
All creatures get -2/-0 until end of turn.

Marsh Goblins
{B}{R}
Creature -- Goblin
1/1
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Marsh Lurker
{3}{B}
Creature -- Beast
3/2
Sacrifice a swamp: Marsh Lurker gains fear until end of turn. #(It can't be blocked except by artifact creatures and/or black creatures.)#

Marsh Viper
{3}{G}
Creature -- Viper
1/2
Whenever Marsh Viper deals damage to an opponent, that player gets two poison counters. #(A player with ten or more poison counters loses the game.)#

Marton Stromgald
{2}{R}{R}
Creature -- Legend
1/1
Whenever Marton Stromgald attacks, all other attacking creatures get +1/+1 until end of turn for each attacking creature other than Marton.
Whenever Marton blocks, all other blocking creatures get +1/+1 until end of turn for each blocking creature other than Marton.

Martyrdom
{1}{W}{W}
Instant
Until end of turn, target creature you control gains "{0}: The next 1 damage that would be dealt to target creature or player this turn is dealt to this creature instead." Only you may play this ability.

Martyr's Cause
{2}{W}
Enchantment
Sacrifice a creature: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage.

Martyr's Cry
{W}{W}
Sorcery

Remove all white creatures from the game. For each white creature removed this way, its controller draws a card.

Martyrs of Korlis
{3}{W}{W}
Creature -- Bodyguard
1/6
As long as Martyrs of Korlis is untapped, all damage that would be dealt to you by artifacts is dealt to Martyrs of Korlis instead.

Martyrs' Tomb
{2}{W}{B}
Enchantment
Pay 2 life: Prevent the next 1 damage that would be dealt to target creature this turn.

Mask of Intolerance
{2}
Artifact
At the beginning of each player's upkeep, if there are four or more basic land types among lands that player controls, Mask of Intolerance deals 3 damage to him or her.

Mask of Law and Grace
{W}
Enchant Creature
Enchanted creature has protection from black and protection from red.

Mask of the Mimic
{U}
Instant
As an additional cost to play Mask of the Mimic, sacrifice a creature.
Search your library for a card with the same name as target creature card in play and put that card into play. Then shuffle your library.

Masked Gorgon
{4}{B}
Creature -- Gorgon
5/5
Green creatures and white creatures have protection from Gorgons.
Threshold -- Masked Gorgon has protection from green and from white. (You have threshold as long as seven or more cards are in your graveyard.)

Massacre
{2}{B}{B}
Sorcery
If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.
All creatures get -2/-2 until end of turn.

Master Apothecary
{W}{W}{W}
Creature -- Cleric
2/2
Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Master Decoy
{1}{W}
Creature -- Soldier
1/2
{W}, {T}: Tap target creature.

Master Healer

{4}{W}
Creature -- Cleric
1/4
{T}: Prevent the next 4 damage that would be dealt to target creature or player this turn.

Master of Arms
{2}{W}
Creature -- Soldier
2/2
First strike
{1}{W}: Tap target creature blocking Master of Arms.

Master of the Hunt
{2}{G}{G}
Creature -- Master
2/2
{2}{G}{G}: Put a 1/1 green Wolves-of-the-Hunt creature token into play. That creature has "bands with other Wolves-of-the-Hunt."

Master of the Veil
{2}{U}{U}
Creature -- Wizard
2/3
Morph {2}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Master of the Veil is turned face up, you may turn target creature with morph face down.

Masticore
{4}
Artifact Creature
4/4
At the beginning of your upkeep, you may discard a card from your hand. If you don't, sacrifice Masticore.
{2}: Masticore deals 1 damage to target creature.
{2}: Regenerate Masticore.

Matopi Golem
{5}
Artifact Creature -- Golem
3/3
{1}: The next time Matopi Golem would be destroyed this turn, it regenerates and put a -1/-1 counter on it instead.

Mawcor
{3}{U}{U}
Creature -- Beast
3/3
Flying
{T}: Mawcor deals 1 damage to target creature or player.

Maze of Ith
Land
{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

Maze of Shadows
Land
{T}: Add one colorless mana to your mana pool.
{T}: Untap target attacking creature with shadow. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

Meddle

{1}{U}
Instant
If target spell has only one target and that target is a creature, change that spell's target to another creature.

Meddling Mage
{W}{U}
Creature -- Wizard
2/2
As Meddling Mage comes into play, name a nonland card.
The named card can't be played.

Medicine Bag
{3}
Artifact
{1}, {T}, Discard a card from your hand: Regenerate target creature.

Meditate
{2}{U}
Instant
Draw four cards. You skip your next turn.

Meekstone
{1}
Artifact
Creatures with power 3 or greater don't untap during their controllers' untap steps.

Megatherium
{2}{G}
Creature -- Beast
4/4
Trample
When Megatherium comes into play, sacrifice it unless you pay {1} for each card in your hand.

Megrim
{2}{B}
Enchantment
Whenever an opponent discards a card from his or her hand, Megrim deals 2 damage to that player.

Melee
{4}{R}
Instant
Play Melee only during your combat phase before the declare blockers step.
Instead of defending player, you choose how each creature blocks this turn.
Whenever a creature attacks and isn't blocked this turn, untap it and remove it from combat.

Melesse Spirit
{3}{W}{W}
Creature -- Angel
3/3
Flying, protection from black

Meltdown
{X}{R}
Sorcery
Destroy each artifact with converted mana cost X or less.

Melting
{3}{R}
Enchantment

All lands lose snow-covered.

Memory Crystal
{3}
Artifact
Buyback costs are reduced by {2}.

Memory Jar
{5}
Artifact
{T}, Sacrifice Memory Jar: Each player removes his or her hand from the game face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she removed from the game this way.

Memory Lapse
{1}{U}
Instant
Counter target spell. If you do, put it on top of its owner's library instead of into that player's graveyard.

Menacing Ogre
{3}{R}{R}
Creature -- Ogre
3/3
Trample, haste
When Menacing Ogre comes into play, each player secretly chooses a number. Then those numbers are revealed. Each player with the highest number loses that much life. If you are one of those players, put two +1/+1 counters on Menacing Ogre.

Mental Discipline
{1}{U}{U}
Enchantment
{1}{U}, Discard a card from your hand: Draw a card.

Mental Note
{U}
Instant
Put the top two cards of your library into your graveyard.
Draw a card.

Mercadian Atlas
{5}
Artifact
At the end of your turn, if you didn't play a land this turn, you may draw a card.

Mercadian Bazaar
Land
Mercadian Bazaar comes into play tapped.
{T}: Put a storage counter on Mercadian Bazaar.
{T}, Remove any number of storage counters from Mercadian Bazaar: Add one red mana to your mana pool for each storage counter removed this way.

Mercadian Lift
{2}
Artifact
{1}, {T}: Put a winch counter on Mercadian Lift.
{T}, Remove X winch counters from Mercadian Lift: Put a creature card with converted mana cost X from your hand into play.

Mercadia's Downfall
{2}{R}
Instant

Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.

Mercenaries
{3}{W}
Creature -- Mercenary
3/3
{3}: Prevent all damage that would be dealt by Mercenaries to you this turn. Any player may play this ability.

Mercenary Informer
{2}{W}
Creature -- Rebel Mercenary
2/1
Mercenary Informer can't be the target of black spells or abilities from black sources.
{2}{W}: Put target Mercenary on the bottom of its owner's library.

Merchant of Secrets
{2}{U}
Creature -- Wizard
1/1
When Merchant of Secrets comes into play, draw a card.

Merchant Scroll
{1}{U}
Sorcery
Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library.

Merchant Ship
{U}
Creature -- Ship
0/2
Merchant Ship can't attack unless defending player controls an island.
Whenever Merchant Ship attacks and isn't blocked, you gain 2 life.
When you control no islands, sacrifice Merchant Ship.

Mercurial Kite
{3}{U}
Creature -- Bird
2/2
Flying
Whenever Mercurial Kite deals combat damage to a creature, tap that creature. It doesn't untap during its controller's next untap step.

Merfolk Assassin
{U}{U}
Creature -- Merfolk
1/2
{T}: Destroy target creature with islandwalk.

Merfolk Looter
{1}{U}
Creature -- Merfolk
1/1
{T}: Draw a card, then discard a card from your hand.

Merfolk of the Pearl Trident
{U}
Creature -- Merfolk
1/1

Merfolk Raiders

{1}{U}
Creature -- Merfolk
2/3
Phasing; islandwalk #(This creature is unblockable as long as defending player control an island.)#

Merfolk Seer
{2}{U}
Creature -- Merfolk
2/2
When Merfolk Seer is put into a graveyard from play, you may pay {1}{U}. If you do, draw a card.

Merfolk Traders
{1}{U}
Creature -- Merfolk
1/2
When Merfolk Traders comes into play, draw a card, then discard a card from your hand.

Merieke Ri Berit
{W}{U}{B}
Creature -- Legend
1/1
Merieke Ri Berit doesn't untap during your untap step.
{T}: Gain control of target creature as long as you control Merieke. When Merieke leaves play or becomes untapped, destroy that creature. It can't be regenerated.

Merseine
{2}{U}{U}
Enchant Creature
Merseine comes into play with three net counters on it.
Enchanted creature doesn't untap during its controller's untap step as long as Merseine has a net counter on it.
Enchanted creature has "Pay this creature's mana cost: Remove a net counter from a Merseine enchanting this creature."

Mesa Falcon
{1}{W}
Creature -- Bird
1/1
Flying
{1}{W}: Mesa Falcon gets +0/+1 until end of turn.

Mesa Pegasus
{1}{W}
Creature -- Pegasus
1/1
Flying, banding

Mesmeric Fiend
{1}{B}
Creature -- Nightmare Horror
1/1
When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game.
When Mesmeric Fiend leaves play, return the removed card to its owner's hand.

Mesmeric Trance
{1}{U}{U}
Enchantment
Cumulative upkeep {1}
{U}, Discard a card from your hand: Draw a card.

Metallic Sliver
{1}
Artifact Creature -- Sliver
1/1

Metalworker
{3}
Artifact Creature
1/2
{T}: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.

Metamorphic Wurm
{3}{G}{G}
Creature -- Elephant Wurm
3/3
Threshold -- Metamorphic Wurm gets +4/+4. #(You have threshold as long as seven or more cards are in your graveyard.)#

Metamorphose
{1}{U}
Instant
Put target permanent an opponent controls on top of its owner's library. That opponent may put an artifact, creature, enchantment, or land card from his or her hand into play.

Metamorphosis
{G}
Sorcery
As an additional cost to play Metamorphosis, sacrifice a creature.
Add X mana of any one color to your mana pool, where X is one plus the sacrificed creature's converted mana cost. Spend this mana only to play creature spells.

Metathran Aerostat
{2}{U}{U}
Creature -- Ship
2/2
Flying
{X}{U}: You may put a creature card with converted mana cost X from your hand into play. If you do, return Metathran Aerostat to its owner's hand.

Metathran Elite
{1}{U}{U}
Creature -- Soldier
2/3
Metathran Elite is unblockable as long as it's enchanted.

Metathran Soldier
{1}{U}
Creature -- Soldier
1/1
Metathran Soldier is unblockable.

Metathran Transport
{1}{U}{U}
Creature -- Ship
1/3
Flying
Metathran Transport can't be blocked by blue creatures.
{U}: Target creature becomes blue until end of turn.

Metathran Zombie

{1}{U}
Creature -- Zombie
1/1
{B}: Regenerate Metathran Zombie.

Meteor Crater
Land
{T}: Choose a color of a permanent you control. Add one mana of that color to your mana pool.

Meteor Shower
{X}{X}{R}
Sorcery
Meteor Shower deals X+1 damage divided as you choose among any number of target creatures and/or players.

Meteor Storm
{R}{G}
Enchantment
{2}{R}{G}, Discard two cards at random from your hand: Meteor Storm deals 4 damage to target creature or player.

Metrognome
{4}
Artifact
When a spell or ability an opponent controls causes you to discard Metrognome from your hand, put four 1/1 Gnome artifact creature tokens into play.
{4}, {T}: Put a 1/1 Gnome artifact creature token into play.

Midnight Ritual
{X}{2}{B}
Sorcery
Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a black 2/2 Zombie creature token into play.

Midsummer Revel
{3}{G}{G}
Enchantment
At the beginning of your upkeep, you may put a verse counter on Midsummer Revel.
{G}, Sacrifice Midsummer Revel: Put X 3/3 green Beast creature tokens into play, where X is the number of verse counters on Midsummer Revel.

Might of Oaks
{3}{G}
Instant
Target creature gets +7/+7 until end of turn.

Might Weaver
{1}{G}
Creature -- Wizard
2/1
{2}: Target red or white creature gains trample until end of turn.

Mightstone
{4}
Artifact
Whenever a creature attacks, it gets +1/+0 as long as it's attacking.

Mijae Djinn
{R}{R}{R}
Creature -- Djinn
6/3
Whenever Mijae Djinn attacks, flip a coin. If you lose the flip, remove Mijae Djinn from combat and tap it.

Militant Monk
{1}{W}{W}
Creature -- Cleric
2/1
Attacking doesn't cause Militant Monk to tap.
{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Millikin
{2}
Artifact Creature
0/1
{T}, Put the top card of your library into your graveyard: Add one colorless mana to your mana pool.

Millstone
{2}
Artifact
{2}, {T}: Target player puts the top two cards of his or her library into his or her graveyard.

Mind Bend
{U}
Instant
Change the text of target permanent by replacing all instances of one color word or basic land type with another. #(For example, you may change "nonred creature" to "nongreen creature" or "plainswalk" to "swampwalk.") (This effect doesn't end at end of turn.)#

Mind Bomb
{U}
Sorcery
Each player may discard up to three cards from his or her hand. Mind Bomb deals damage to each player equal to 3 minus the number of cards he or she discarded this way.

Mind Burst
{1}{B}
Sorcery
Target player discards X cards from his or her hand, where X is one plus the number of cards named Mind Burst in all graveyards.

Mind Extraction
{2}{B}
Sorcery
As an additional cost to play Mind Extraction, sacrifice a creature.
Target player reveals his or her hand and discards all cards of each of the sacrificed creature's colors from it.

Mind Games
{U}
Instant
Buyback {2}{U} #(If you pay an additional #{2}{U}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's effect.)#
Tap target artifact, creature, or land.

Mind Harness
{U}
Enchant Creature
Cumulative upkeep {1}
Mind Harness can enchant only a red or green creature.
You control enchanted creature.

Mind Maggots
{3}{B}
Creature -- Insect
2/2
When Mind Maggots comes into play, discard any number of creature cards from your hand. For each card discarded this way, put two +1/+1 counters on Mind Maggots.

Mind Over Matter
{2}{U}{U}{U}{U}
Enchantment
Discard a card from your hand: Tap or untap target artifact, creature, or land.

Mind Peel
{B}
Sorcery
Buyback {2}{B}{B} #(If you pay an additional #{2}{B}{B}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Target player discards a card from his or her hand.

Mind Ravel
{2}{B}
Sorcery
Target player discards a card from his or her hand.
Draw a card at the beginning of the next turn's upkeep.

Mind Rot
{2}{B}
Sorcery
Target player discards two cards from his or her hand.

Mind Slash
{1}{B}{B}
Enchantment
{B}, Sacrifice a creature: Look at target opponent's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Mind Sludge
{4}{B}
Sorcery
Target player discards a card from his or her hand for each swamp you control.

Mind Stone
{2}
Artifact
{T}: Add one colorless mana to your mana pool.
{1}, {T}, Sacrifice Mind Stone: Draw a card.

Mind Swords
{1}{B}
Sorcery
If you control a swamp, you may sacrifice a creature rather than pay Mind Swords's mana cost.
Each player removes two cards in his or her hand from the game.

Mind Twist
{X}{B}
Sorcery
Target player discards X cards at random from his or her hand.

Mind Warp
{X}{3}{B}

Sorcery
Look at target player's hand and choose X cards from it. That player discards them.

Mind Whip
{2}{B}{B}
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, that player may pay {3}. If he or she doesn't, Mind Whip deals 2 damage to that player and you tap enchanted creature.

Mindbender Spores
{2}{G}
Creature -- Wall
0/1
#(Walls can't attack.)#
Flying
Whenever Mindbender Spores blocks a creature, put four fungus counters on that creature. The creature gains "This creature doesn't untap during your untap step if it has a fungus counter on it" and "At the beginning of your upkeep, remove a fungus counter from this creature."

Mindless Automaton
{4}
Artifact Creature
0/0
Mindless Automaton comes into play with two +1/+1 counters on it.
{1}, Discard a card from your hand: Put a +1/+1 counter on Mindless Automaton.
Remove two +1/+1 counters from Mindless Automaton: Draw a card.

Mind's Desire
{4}{U}{U}
Sorcery
Shuffle your library. Then remove the top card of your library from the game. Until end of turn, you may play it as though it were in your hand without paying its mana cost. (If it has X in its mana cost, X is 0.)
Storm (When you play this spell, copy it for each spell played before it this turn.)

Mindslicer
{2}{B}{B}
Creature -- Horror
4/3
When Mindslicer is put into a graveyard from play, each player discards his or her hand.

Mindstab Thrull
{1}{B}{B}
Creature -- Thrull
2/2
Whenever Mindstab Thrull attacks and isn't blocked, you may sacrifice it. If you do, defending player discards three cards from his or her hand.

Mindwarper
{2}{B}{B}
Creature -- Spirit
0/0
Mindwarper comes into play with three +1/+1 counters on it.
{2}{B}, Remove a +1/+1 counter from Mindwarper: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Mindwhip Sliver
{2}{B}
Creature -- Sliver

2/2
All Slivers have "{2}, Sacrifice this creature: Target player discards a card at random from his or her hand. Play this ability only any time you could play a sorcery."

Mine Bearer
{2}{W}
Creature -- Soldier
1/1
{T}, Sacrifice Mine Bearer: Destroy target attacking creature.

Mine Layer
{3}{R}
Creature -- Dwarf
1/1
{1}{R}, {T}: Put a mine counter on target land.
Whenever a land with a mine counter on it becomes tapped, destroy it.
When Mine Layer leaves play, remove all mine counters from all lands.

Minion of Leshrac
{4}{B}{B}{B}
Creature -- Demon
5/5
Protection from black
At the beginning of your upkeep, sacrifice a creature other than Minion of Leshrac. If you can't, tap Minion of Leshrac and it deals 5 damage to you.
{T}: Destroy target creature or land.

Minion of Tevesh Szat
{4}{B}{B}{B}
Creature -- Demon
4/4
At the beginning of your upkeep, Minion of Tevesh Szat deals 2 damage to you unless you pay {B}{B}.
{T}: Target creature gets +3/-2 until end of turn.

Minion of the Wastes
{3}{B}{B}{B}
Creature -- Minion
/
Trample
As Minion of the Wastes comes into play, pay any amount of life.
Minion of the Wastes' power and toughness are each equal to the life paid this way.

Minotaur Explorer
{1}{R}
Creature -- Minotaur
3/3
When Minotaur Explorer comes into play, sacrifice it unless you discard a card at random from your hand.

Minotaur Illusionist
{3}{U}{R}
Creature -- Minotaur
3/4
{1}{U}: Minotaur Illusionist can't be the target of spells or abilities this turn.
{R}, Sacrifice Minotaur Illusionist: Minotaur Illusionist deals damage equal to its power to target creature.

Minotaur Tactician
{3}{R}
Creature -- Minotaur

1/1
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Minotaur Tactician gets +1/+1 as long as you control a white creature.
Minotaur Tactician gets +1/+1 as long as you control a blue creature.

Miracle Worker
{W}
Creature -- Miracle-Worker
1/1
{T}: Destroy target enchantment that enchants a creature you control.

Miraculous Recovery
{4}{W}
Instant
Return target creature card from your graveyard to play and put a +1/+1 counter on it.

Mirari
{5}
Legendary Artifact
Whenever you play an instant or sorcery spell, you may pay {3}. If you do, put a copy of that spell onto the stack. You may choose new targets for that copy.

Mirari's Wake
{3}{G}{W}
Enchantment
Creatures you control get +1/+1.
Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced.

Mire Kavu
{3}{R}
Creature -- Kavu
3/2
Mire Kavu gets +1/+1 as long as you control a swamp.

Mire Shade
{1}{B}
Creature -- Shade
1/1
{B}, Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. Play this ability only any time you could play a sorcery.

Mirozel
{3}{U}
Creature -- Illusion
2/3
Flying
When Mirozel becomes the target of a spell or ability, return Mirozel to its owner's hand.

Mirri, Cat Warrior
{1}{G}{G}
Creature -- Cat Warrior Legend
2/3
First strike; forestwalk #(This creature is unblockable as long as defending player controls a forest.)#
Attacking doesn't cause Mirri, Cat Warrior to tap.

Mirri's Guile
{G}
Enchantment
At the beginning of your upkeep, you may look at the top three cards of your

library, then put them back in any order.

Mirror Strike
{3}{W}
Instant
Target unblocked creature deals combat damage to its controller instead of to you this turn.

Mirror Universe
{6}
Artifact
{T}, Sacrifice Mirror Universe: Exchange life totals with target opponent. Play this ability only during your upkeep.

Mirror Wall
{3}{U}
Creature -- Wall
3/4
(Walls can't attack.)
{W}: Mirror Wall may attack this turn as though it weren't a Wall.

Mirrorwood Treefolk
{3}{G}
Creature -- Treefolk
2/4
{2}{R}{W}: The next time damage would be dealt to Mirrorwood Treefolk this turn, that damage is dealt to target creature or player instead.

Miscalculation
{1}{U}
Instant
Counter target spell unless its controller pays {2}.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Mischievous Poltergeist
{2}{B}
Creature -- Ghost
1/1
Flying
Pay 1 life: Regenerate Mischievous Poltergeist.

Mischievous Quanar
{4}{U}
Creature -- Beast
3/3
{3}{U}{U}: Turn Mischievous Quanar face down.
Morph {1}{U}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Mischievous Quanar is turned face up, copy target instant or sorcery spell. You may choose new targets for that copy.

Misdirection
{3}{U}{U}
Instant
You may remove a blue card in your hand from the game rather than pay Misdirection's mana cost.
Change the target of target spell with a single target.

Misers' Cage
{3}
Artifact
At the beginning of each opponent's upkeep, if that player has five or more cards in hand, Misers' Cage deals 2 damage to him or her.

Misery Charm
{B}
Instant
Choose one -- Destroy target Cleric; or return target Cleric card from your graveyard to your hand; or target player loses 2 life.

Misfortune
{1}{B}{R}{G}
Sorcery
An opponent chooses one -- You put a +1/+1 counter on each creature you control and gain 4 life; or you put a -1/-1 counter on each creature that player controls and Misfortune deals 4 damage to him or her.

Misguided Rage
{2}{R}
Sorcery
Target player sacrifices a permanent.

Mishra's Factory
Land
{T}: Add one colorless mana to your mana pool.
{T}: Target Assembly-Worker gets +1/+1 until end of turn.
{1}: Until end of turn, Mishra's Factory becomes a 2/2 Assembly-Worker artifact creature. It's still a land.

Mishra's Groundbreaker
{4}
Artifact
{T}, Sacrifice Mishra's Groundbreaker: Target land becomes a 3/3 artifact creature that's still a land. #(This effect doesn't end at end of turn.)#

Mishra's Helix
{5}
Artifact
{X}, {T}: Tap X target lands.

Mishra's War Machine
{7}
Artifact Creature
5/5
Banding
At the beginning of your upkeep, unless you discard a card from your hand, tap Mishra's War Machine and it deals 3 damage to you.

Mishra's Workshop
Land
{T}: Add three colorless mana to your mana pool. Spend this mana only to play artifact spells.

Misinformation
{B}
Instant
Put up to three target cards from an opponent's graveyard on top of his or her library in any order.

Misshapen Fiend
{1}{B}
Creature -- Mercenary
1/1
Flying

Misstep
{1}{U}
Sorcery

Creatures target player controls don't untap during that player's next untap step.

Mist Dragon
{4}{U}{U}
Creature -- Dragon
4/4
{0}: Mist Dragon gains flying. #(This effect doesn't end at end of turn.)#
{0}: Mist Dragon loses flying. #(This effect doesn't end at end of turn.)#
{3}{U}{U}: Mist Dragon phases out.

Mist of Stagnation
{3}{U}{U}
Enchantment
Permanents don't untap during their controllers' untap steps.
At the beginning of each player's upkeep, that player untaps a permanent for each card in his or her graveyard.

Mistfolk
{U}{U}
Creature -- Mistfolk
1/2
{U}: Counter target spell that targets Mistfolk.

Mistform Dreamer
{2}{U}
Creature -- Illusion
2/1
Flying
{1}: Mistform Dreamer's type becomes the creature type of your choice until end of turn.

Mistform Mask
{1}{U}
Enchant Creature
{1}: Enchanted creature's type becomes the creature type of your choice until end of turn.

Mistform Mutant
{4}{U}{U}
Creature -- Illusion Mutant
3/4
{1}{U}: Choose a creature type other than Legend or Wall. Target creature's type becomes that type until end of turn.

Mistform Seaswift
{3}{U}
Creature -- Illusion
3/1
Flying
{1}: Mistform Seaswift's type becomes the creature type of your choice until end of turn.
Morph {1}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Mistform Shrieker
{3}{U}{U}
Creature -- Illusion
3/3
Flying
{1}: Mistform Shrieker's type becomes the creature type of your choice until end of turn.
Morph {3}{U}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Mistform Skyreaver
{5}{U}{U}
Creature -- Illusion
6/6
Flying
{1}: Mistform Skyreaver's type becomes the creature type of your choice until end of turn.

Mistform Sliver
{1}{U}
Creature -- Illusion Sliver
1/1
All Slivers have {1}: This creature's type becomes the creature type of your choice in addition to its other types until end of turn.

Mistform Stalker
{1}{U}
Creature -- Illusion
1/1
{1}: Mistform Stalker's type becomes the creature type of your choice until end of turn.
{2}{U}{U}: Mistform Stalker gets +2/+2 and gains flying until end of turn.

Mistform Ultimus
{3}{U}
Creature -- Illusion Legend
3/3
Mistform Ultimus is every creature type (even if this card isn't in play).
Mistform Ultimus may attack as though it weren't a Wall.

Mistform Wakecaster
{4}{U}
Creature -- Illusion
2/3
Flying
{1}: Mistform Wakecaster's type becomes the creature type of your choice until end of turn.
{2}{U}{U}, {T}: Choose a creature type. The type of each creature you control becomes that type until end of turn.

Mistform Wall
{2}{U}
Creature -- Illusion Wall
1/4
(Walls can't attack.)
{1}: Mistform Wall's type becomes the creature type of your choice until end of turn.

Mistform Warchief
{2}{U}
Creature -- Illusion
1/3
Creature spells you play that share a creature type with Mistform Warchief cost {1} less to play.
{T}: Mistform Warchief's type becomes the creature type of your choice until end of turn.

Mistmoon Griffin
{3}{W}
Creature -- Griffin
2/2
Flying
When Mistmoon Griffin is put into a graveyard from play, remove Mistmoon Griffin

from the game, then put the top creature card from your graveyard into play.

Mnemonic Sliver
{2}{U}
Creature -- Sliver
2/2
All Slivers have "{2}, Sacrifice this creature: Draw a card."

Moat
{2}{W}{W}
Enchantment
Creatures without flying can't attack.

Mob Justice
{1}{R}
Sorcery
Mob Justice deals to target player damage equal to the number of creatures you control.

Mob Mentality
{R}
Enchant Creature
Enchanted creature has trample.
Whenever all non-Wall creatures you control attack, enchanted creature gets +X/+0 until end of turn, where X is the number of attacking creatures.

Mobile Fort
{4}
Artifact Creature -- Wall
0/6
#(Walls can't attack.)#
{3}: Mobile Fort gets +3/-1 until end of turn and may attack this turn as though it weren't a Wall. Play this ability only once each turn.

Mobilization
{2}{W}
Enchantment
Attacking doesn't cause Soldiers to tap.
{2}{W}: Put a 1/1 white Soldier creature token into play.

Mogg Alarm
{1}{R}{R}
Sorcery
You may sacrifice two mountains rather than pay Mogg Alarm's mana cost.
Put two 1/1 red Goblin creature tokens into play.

Mogg Assassin
{2}{R}
Creature -- Goblin
2/1
{T}: You and target opponent each choose a target creature the other controls. Flip a coin. If you win the flip, destroy the creature you chose. If you lose the flip, destroy the creature your opponent chose.

Mogg Bombers
{3}{R}
Creature -- Goblin
3/4
When another creature comes into play, sacrifice Mogg Bombers. If you do, it deals 3 damage to target player.

Mogg Cannon
{2}
Artifact

{T}: Target creature you control gets +1/+0 and gains flying until end of turn. Destroy that creature at end of turn.

Mogg Conscripts
{R}
Creature -- Goblin
2/2
Mogg Conscripts can't attack unless you've played a creature spell this turn.

Mogg Fanatic
{R}
Creature -- Goblin
1/1
Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player.

Mogg Flunkies
{1}{R}
Creature -- Goblin
3/3
Mogg Flunkies can't attack or block alone.

Mogg Hollows
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {R} or {G} to your mana pool. Mogg Hollows doesn't untap during its controller's next untap step.

Mogg Infestation
{3}{R}{R}
Sorcery
Destroy all creatures target player controls. For each creature put into a graveyard this way, put two 1/1 red Goblin creature tokens into play under that player's control.

Mogg Jailer
{1}{R}
Creature -- Goblin
2/2
Mogg Jailer can't attack if defending player controls an untapped creature with power 2 or less.

Mogg Maniac
{1}{R}
Creature -- Goblin
1/1
Whenever Mogg Maniac is dealt damage, it deals that much damage to target opponent.

Mogg Raider
{R}
Creature -- Goblin
1/1
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

Mogg Salvage
{2}{R}
Instant
If an opponent controls an island and you control a mountain, you may play Mogg Salvage without paying its mana cost.
Destroy target artifact.

Mogg Sentry
{R}

Creature -- Goblin
1/1
Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn.

Mogg Squad
{1}{R}
Creature -- Goblin
3/3
Mogg Squad gets -1/-1 for each other creature in play.

Mogg Toady
{1}{R}
Creature -- Goblin
2/2
Mogg Toady can't attack unless you control more creatures than defending player.
Mogg Toady can't block unless you control more creatures than attacking player.

Moggcatcher
{2}{R}{R}
Creature -- Mercenary
2/2
{3}, {T}: Search your library for a Goblin card and put that card into play.
Then shuffle your library.

Mold Demon
{5}{B}{B}
Creature -- Mold-Demon
6/6
When Mold Demon comes into play, sacrifice it unless you sacrifice two swamps.

Mole Worms
{2}{B}
Creature -- Worm
1/1
You may choose not to untap Mole Worms during your untap step.
{T}: Tap target land. It doesn't untap during its controller's untap step as long as Mole Worms remains tapped.

Molimo, Maro-Sorcerer
{4}{G}{G}{G}
Creature -- Legend
/
Trample
Molimo, Maro-Sorcerer's power and toughness are each equal to the number of lands you control.

Molten Hydra
{1}{R}
Creature -- Hydra
1/1
{1}{R}{R}: Put a +1/+1 counter on Molten Hydra.
{T}, Remove all +1/+1 counters from Molten Hydra: Molten Hydra deals X damage to target creature or player, where X is the number of counters removed this way.

Molten Influence
{1}{R}
Instant
Counter target instant or sorcery spell unless its controller has Molten Influence deal 4 damage to him or her.

Molting Harpy
{B}
Creature -- Mercenary
2/1

Flying
At the beginning of your upkeep, sacrifice Molting Harpy unless you pay {2}.

Moment of Silence
{W}
Instant
Target player skips his or her next combat phase this turn.

Moment's Peace
{1}{G}
Instant
Prevent all combat damage that would be dealt this turn.
Flashback {2}{G} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Momentum
{2}{G}
Enchant Creature
At the beginning of your upkeep, you may put a growth counter on Momentum.
Enchanted creature gets +1/+1 for each growth counter on Momentum.

Mongrel Pack
{3}{G}
Creature -- Hound
4/1
When Mongrel Pack is put into a graveyard from play during combat, put four 1/1 green Hound creature tokens into play.

Monk Idealist
{2}{W}
Creature -- Cleric
2/2
When Monk Idealist comes into play, return target enchantment card from your graveyard to your hand.

Monk Realist
{1}{W}
Creature -- Cleric
1/1
When Monk Realist comes into play, destroy target enchantment.

Monkey Cage
{5}
Artifact
When a creature comes into play, sacrifice Monkey Cage and put into play a number of 2/2 green Ape creature tokens equal to that creature's converted mana cost.

Monsoon
{2}{R}{G}
Enchantment
At the end of each player's turn, tap all untapped islands that player controls and Monsoon deals X damage to the player, where X is the number of islands tapped this way.

Mons's Goblin Raiders
{R}
Creature -- Goblin
1/1

Monstrous Growth
{1}{G}
Sorcery
Target creature gets +4/+4 until end of turn.

Monstrous Hound
{3}{R}
Creature -- Hound
4/4
Monstrous Hound can't attack unless you control more lands than defending player.
Monstrous Hound can't block unless you control more lands than attacking player.

Moonlit Wake
{2}{W}
Enchantment
Whenever a creature is put into a graveyard from play, you gain 1 life.

Moor Fiend
{3}{B}
Creature -- Fiend
3/3
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Moorish Cavalry
{2}{W}{W}
Creature -- Cavalry
3/3
Trample

Morale
{1}{W}{W}
Instant
Attacking creatures get +1/+1 until end of turn.

Morality Shift
{5}{B}{B}
Sorcery
Exchange your graveyard and library. Then shuffle your library.

Morbid Hunger
{4}{B}{B}
Sorcery
Morbid Hunger deals 3 damage to target creature or player. You gain 3 life.
Flashback {7}{B}{B} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Morgue Theft
{1}{B}
Sorcery
Return target creature card from your graveyard to your hand.
Flashback {4}{B} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Morgue Thrull
{2}{B}
Creature -- Thrull
2/2
Sacrifice Morgue Thrull: Put the top three cards of your library into your graveyard.

Morgue Toad
{2}{B}
Creature -- Toad
2/2
Sacrifice Morgue Toad: Add {U}{R} to your mana pool.

Morinfen
{3}{B}{B}
Creature -- Legend
5/4
Flying
Cumulative upkeep -- Pay 1 life

Morningtide
{1}{W}
Sorcery
Remove all cards in all graveyards from the game.

Morphling
{3}{U}{U}
Creature -- Shapeshifter
3/3
{U}: Untap Morphling.
{U}: Morphling gains flying until end of turn.
{U}: Morphling can't be the target of spells or abilities this turn.
{1}: Morphling gets +1/-1 until end of turn.
{1}: Morphling gets -1/+1 until end of turn.

Mortal Combat
{2}{B}{B}
Enchantment
At the beginning of your upkeep, if twenty or more creature cards are in your graveyard, you win the game.

Mortal Wound
{G}
Enchant Creature
When enchanted creature is dealt damage, destroy enchanted creature.

Mortiphobia
{1}{B}{B}
Enchantment
{1}{B}, Discard a card from your hand: Remove target card in a graveyard from the game.
{1}{B}, Sacrifice Mortiphobia: Remove target card in a graveyard from the game.

Mortivore
{2}{B}{B}
Creature -- Lhurgoyf
/
Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.
{B}: Regenerate Mortivore.

Mortuary
{3}{B}
Enchantment
Whenever a creature is put into your graveyard from play, put that card on top of your library.

Moss Diamond
{2}
Artifact
Moss Diamond comes into play tapped.
{T}: Add {G} to your mana pool.

Moss Monster
{3}{G}{G}
Creature -- Monster
3/6

Mossdog
{G}
Creature -- Hound
1/1
Whenever Mossdog becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on Mossdog.

Mossfire Egg
{1}
Artifact
{2}, {T}, Sacrifice Mossfire Egg: Add {R}{G} to your mana pool. Draw a card.

Mossfire Valley
Land
{1}, {T}: Add {R}{G} to your mana pool.

Mother of Runes
{W}
Creature -- Cleric
1/1
{T}: Target creature you control gains protection from the color of your choice until end of turn.

Mountain
Land
[R]

Mountain Goat
{R}
Creature -- Goat
1/1
Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#

Mountain Stronghold
Land
Red Legends you control have "bands with other Legends."

Mountain Titan
{2}{B}{R}
Creature -- Titan
2/2
{1}{R}{R}: Until end of turn, whenever you play a black spell, put a +1/+1 counter on Mountain Titan.

Mountain Valley
Land
Mountain Valley comes into play tapped.
{T}, Sacrifice Mountain Valley: Search your library for a mountain or forest card and put it into play. Then shuffle your library.

Mountain Yeti
{2}{R}{R}
Creature -- Yeti
3/3
Protection from white; mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#

Mounted Archers
{3}{W}
Creature -- Soldier
2/3
Mounted Archers may block as though it had flying.

{W}: Mounted Archers may block an additional creature this turn.

Mournful Zombie
{2}{B}
Creature -- Zombie
2/1
{W}, {T}: Target player gains 1 life.

Mourning
{1}{B}
Enchant Creature
Enchanted creature gets -2/-0.
{B}: Return Mourning to its owner's hand.

Mox Diamond
{0}
Artifact
As an additional cost to play Mox Diamond, discard a land card from your hand.
{T}: Add one mana of any color to your mana pool.

Mox Emerald
{0}
Artifact
{T}: Add one green mana to your mana pool.

Mox Jet
{0}
Artifact
{T}: Add one black mana to your mana pool.

Mox Pearl
{0}
Artifact
{T}: Add one white mana to your mana pool.

Mox Ruby
{0}
Artifact
{T}: Add one red mana to your mana pool.

Mox Sapphire
{0}
Artifact
{T}: Add one blue mana to your mana pool.

Mtenda Griffin
{3}{W}
Creature -- Griffin
2/2
Flying
{W}, {T}: Return Mtenda Griffin to its owner's hand and return target Griffin card in your graveyard to your hand. Play this ability only during your upkeep.

Mtenda Herder
{W}
Creature -- Scout
1/1
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#

Mtenda Lion
{G}
Creature -- Lion
2/1

Whenever Mtenda Lion attacks, the defending player may pay {U}. If that player does, prevent all combat damage that would be dealt by Mtenda Lion this turn.

Mudhole
{2}{R}
Instant
Target player removes all land cards in his or her graveyard from the game.

Mudslide
{2}{R}
Enchantment
Creatures without flying don't untap during their controllers' untap steps and have "{2}: Untap this creature. Play this ability only during your upkeep and only once each turn."

Mulch
{1}{G}
Sorcery
Reveal the top four cards of your library. Put all land cards revealed this way into your hand and all other cards revealed this way into your graveyard.

Multani, Maro-Sorcerer
{4}{G}{G}
Creature -- Legend
/
Multani, Maro-Sorcerer can't be the target of spells or abilities.
Multani's power and toughness are each equal to the total number of cards in all players' hands.

Multani's Acolyte
{G}{G}
Creature -- Elf
2/1
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Multani's Acolyte comes into play, draw a card.

Multani's Decree
{3}{G}
Sorcery
Destroy all enchantments. You gain 2 life for each enchantment destroyed this way.

Multani's Harmony
{G}
Enchant Creature
Enchanted creature has "{T}: Add one mana of any color to your mana pool."

Multani's Presence
{G}
Enchantment
Whenever a spell you played is countered, draw a card.

Mundungu
{1}{U}{B}
Creature -- Wizard
1/1
{T}: Counter target spell unless its controller pays {1} and 1 life.

Mungha Wurm
{2}{G}{G}
Creature -- Wurm
6/5
You can't untap more than one land during your untap step.

Murderous Betrayal
{B}{B}{B}
Enchantment
{B}{B}, Pay half your life rounded up: Destroy target nonblack creature. It can't be regenerated.

Murk Dwellers
{3}{B}
Creature -- Murk-Dwellers
2/2
Whenever Murk Dwellers attacks and isn't blocked, it gets +2/+0 until end of combat.

Muscle Burst
{1}{G}
Instant
Target creature gets +X/+X until end of turn, where X is 3 plus the number of cards named Muscle Burst in all graveyards.

Muscle Sliver
{1}{G}
Creature -- Sliver
1/1
All Slivers get +1/+1.

Musician
{2}{U}
Creature -- Mage
1/3
Cumulative upkeep {1}
{T}: Target creature gains "At the beginning of your upkeep, destroy this creature unless you pay {1}." #(This effect doesn't end at end of turn.)#

Mutilate
{2}{B}{B}
Sorcery
All creatures get -1/-1 until end of turn for each swamp you control.

Muzzle
{1}{W}
Enchant Creature
Prevent all damage that would be dealt by enchanted creature.

Mwonvuli Ooze
{G}
Creature -- Ooze
1+*/1+*
Cumulative upkeep {2}
Mwonvuli Ooze's power and toughness are each equal to 1 plus its last paid cumulative upkeep.

Mystic Compass
{2}
Artifact
{1}, {T}: Target land's type becomes the basic land type of your choice until end of turn.

Mystic Crusader
{1}{W}{W}
Creature -- Nomad Mystic
2/1
Protection from black and from red
Threshold -- Mystic Crusader gets +1/+1 and has flying. #(You have threshold as

long as seven or more cards are in your graveyard.)#

Mystic Decree
{2}{U}{U}
Enchant World
All creatures lose flying and islandwalk.

Mystic Enforcer
{2}{G}{W}
Creature -- Nomad Mystic
3/3
Protection from black
Threshold -- Mystic Enforcer gets +3/+3 and has flying. #(You have threshold as long as seven or more cards are in your graveyard.)#

Mystic Familiar
{1}{W}
Creature -- Bird
1/2
Flying
Threshold -- Mystic Familiar gets +1/+1 and has protection from black. #(You have threshold as long as seven or more cards are in your graveyard.)#

Mystic Might
{U}
Enchant Land
Cumulative upkeep {1}{U}
Mystic Might can enchant only a land you control.
Enchanted land has "{T}: Target creature gets +2/+2 until end of turn."

Mystic Penitent
{W}
Creature -- Nomad Mystic
1/1
Attacking doesn't cause Mystic Penitent to tap.
Threshold -- Mystic Penitent gets +1/+1 and has flying. #(You have threshold as long as seven or more cards are in your graveyard.)#

Mystic Remora
{U}
Enchantment
Cumulative upkeep {1}
Whenever an opponent plays a noncreature spell, you may draw a card unless that player pays {4}.

Mystic Snake
{1}{G}{U}{U}
Creature -- Snake
2/2
You may play Mystic Snake any time you could play an instant.
When Mystic Snake comes into play, counter target spell.

Mystic Veil
{1}{U}
Enchant Creature
You may play Mystic Veil any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature can't be the target of spells or abilities.

Mystic Visionary
{1}{W}
Creature -- Nomad Mystic
2/1
Threshold -- Mystic Visionary has flying. #(You have threshold as long as seven

or more cards are in your graveyard.)#

Mystic Zealot
{3}{W}
Creature -- Nomad Mystic
2/4
Threshold -- Mystic Zealot gets +1/+1 and has flying. #(You have threshold as long as seven or more cards are in your graveyard.)#

Mystical Tutor
{U}
Instant
Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.

Mythic Proportions
{4}{G}{G}{G}
Enchant Creature
Enchanted creature gets +8/+8 and has trample.

Nacre Talisman
{2}
Artifact
Whenever a white spell is played, you may pay {3}. If you do, untap target permanent.

Nafs Asp
{G}
Creature -- Asp
1/1
Whenever Nafs Asp deals damage to a player, that player loses 1 life at the beginning of his or her next draw step unless he or she pays {1} before that draw step.

Nakaya Shade
{1}{B}
Creature -- Shade
1/1
{B}: Nakaya Shade gets +1/+1 until end of turn unless any player pays {2}.

Naked Singularity
{5}
Artifact
Cumulative upkeep {3}
If tapped for mana, plains produce {R}, islands produce {G}, swamps produce {W}, mountains produce {U}, and forests produce {B} instead of their normal type.

Nalathni Dragon
{2}{R}{R}
Creature -- Dragon
1/1
Flying, banding
{R}: Nalathni Dragon gets +1/+0 until end of turn. If this ability is played four or more times during this turn, sacrifice Nalathni Dragon at end of turn.

Nameless One
{3}{U}
Creature -- Wizard Avatar
/
Nameless One's power and toughness are each equal to the number of Wizards in play.
Morph {2}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Nameless Race
{3}{B}
Creature -- Nameless-Race
/
Trample
As Nameless Race comes into play, pay X life. X can't be more than the total number of white cards all opponents control plus the total number of white cards in their graveyards.
Nameless Race's power and toughness are each equal to the life paid as it came into play.

Nantuko Blightcutter
{2}{G}
Creature -- Insect Druid
2/2
Protection from black
Threshold -- Nantuko Blightcutter gets +1/+1 for each black permanent your opponents control. #(You have threshold as long as seven or more cards are in your graveyard.)#

Nantuko Calmer
{2}{G}{G}
Creature -- Insect Druid
2/3
{G}, {T}, Sacrifice Nantuko Calmer: Destroy target enchantment.
Threshold -- Nantuko Calmer gets +1/+1. #(You have threshold as long as seven or more cards are in your graveyard.)#

Nantuko Cultivator
{3}{G}
Creature -- Insect Druid
2/2
When Nantuko Cultivator comes into play, you may discard any number of land cards from your hand. Put that many +1/+1 counters on Nantuko Cultivator and draw that many cards.

Nantuko Disciple
{3}{G}
Creature -- Insect Druid
2/2
{G}, {T}: Target creature gets +2/+2 until end of turn.

Nantuko Elder
{2}{G}
Creature -- Insect Druid
1/2
{T}: Add {1}{G} to your mana pool.

Nantuko Husk
{2}{B}
Creature -- Zombie Insect
2/2
Sacrifice a creature: Nantuko Husk gets +2/+2 until end of turn.

Nantuko Mentor
{2}{G}
Creature -- Insect Druid
1/1
{2}{G}, {T}: Target creature gets +X/+X until end of turn, where X is that creature's power.

Nantuko Monastery
Land
{T}: Add one colorless mana to your mana pool.

Threshold -- {G}{W}: Nantuko Monastery becomes a 4/4 green and white creature with first strike until end of turn. It's still a land. (Play this ability only if seven or more cards are in your graveyard.)

Nantuko Shade
{B}{B}
Creature -- Insect Shade
2/1
{B}: Nantuko Shade gets +1/+1 until end of turn.

Nantuko Shrine
{1}{G}{G}
Enchantment
Whenever a player plays a spell, that player puts X 1/1 green Squirrel creature tokens into play, where X is the number of cards in all graveyards with the same name as that spell.

Nantuko Tracer
{1}{G}
Creature -- Insect Druid
2/1
When Nantuko Tracer comes into play, you may put target card from a graveyard on the bottom of its owner's library.

Nantuko Vigilante
{3}{G}
Creature -- Insect Druid Mutant
3/2
Morph {1}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Nantuko Vigilante is turned face up, destroy target artifact or enchantment.

Narcissism
{2}{G}
Enchantment
{G}, Discard a card from your hand: Target creature gets +2/+2 until end of turn.
{G}, Sacrifice Narcissism: Target creature gets +2/+2 until end of turn.

Narwhal
{2}{U}{U}
Creature -- Narwhal
2/2
First strike, protection from red

Natural Affinity
{2}{G}
Instant
All lands become 2/2 creatures until end of turn. They're still lands.

Natural Balance
{2}{G}{G}
Sorcery
Each player who controls six or more lands sacrifices all lands he or she controls except for five. Each player who controls four or fewer lands may search his or her library for basic land cards to bring his or her land total to five and put them into play. Then each player who searched his or her library this way shuffles it.

Natural Emergence
{2}{R}{G}
Enchantment
When Natural Emergence comes into play, return a red or green enchantment you

control to its owner's hand.
Lands you control are 2/2 creatures with first strike. They're still lands.

Natural Order
{2}{G}{G}
Sorcery
As an additional cost to play Natural Order, sacrifice a green creature.
Search your library for a green creature card and put that card into play. Then shuffle your library.

Natural Selection
{G}
Instant
Look at the top three cards of any player's library and put them back in any order. You may have that player shuffle his or her library.

Natural Spring
{3}{G}{G}
Sorcery
Target player gains 8 life.

Naturalize
{1}{G}
Instant
Destroy target artifact or enchantment.

Nature's Blessing
{2}{G}{W}
Enchantment
{G}{W}, Discard a card from your hand: Target creature gets a +1/+1 counter or gains banding, first strike, or trample. #(This effect doesn't end at end of turn.)#

Nature's Chosen
{G}
Enchant Creature
Nature's Chosen can enchant only a creature you control.
Enchanted creature has, "{0}: Untap this creature. Play this ability only during your turn and only once each turn."
As long as enchanted creature is white, it has, "{T}: Untap target artifact, creature, or land. Play this ability only once each turn."

Nature's Kiss
{1}{G}
Enchant Creature
{1}, Remove the top card in your graveyard from the game: Enchanted creature gets +1/+1 until end of turn.

Nature's Lore
{1}{G}
Sorcery
Search your library for a forest card and put that card into play. Then shuffle your library.

Nature's Resurgence
{2}{G}{G}
Sorcery
Each player draws a card for each creature card in his or her graveyard.

Nature's Revolt
{3}{G}{G}
Enchantment
All lands are 2/2 creatures that are still lands.

Nature's Wrath
{4}{G}{G}
Enchantment
At the beginning of your upkeep, sacrifice Nature's Wrath unless you pay {G}.
Whenever a player puts a swamp or black permanent into play, he or she sacrifices a swamp or black permanent.
Whenever a player puts an island or blue permanent into play, he or she sacrifices an island or blue permanent.

Nausea
{1}{B}
Sorcery
All creatures get -1/-1 until end of turn.

Nebuchadnezzar
{3}{U}{B}
Creature -- Legend
3/3
{X}, {T}: Name a card. Target opponent reveals X cards at random from his or her hand. That player then discards all the revealed cards that are the named card. Play this ability only during your turn.

Necra Disciple
{B}
Creature -- Wizard
1/1
{G}, {T}: Add one mana of any color to your mana pool.
{W}, {T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Necra Sanctuary
{2}{B}
Enchantment
At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green permanent and a white permanent, that player loses 3 life instead.

Necratog
{1}{B}{B}
Creature -- Atog
1/2
Remove the top creature card in your graveyard from the game: Necratog gets +2/+2 until end of turn.

Necravolver
{2}{B}
Creature -- Volver
2/2
Kicker {1}{G} and/or {W}
If you paid the {1}{G} kicker cost, Necravolver comes into play with two +1/+1 counters on it and with trample.
If you paid the {W} kicker cost, Necravolver comes into play with a +1/+1 counter on it and with "Whenever Necravolver deals damage, you gain that much life."

Necrite
{1}{B}{B}
Creature -- Thrull
2/2
Sacrifice Necrite: Destroy target creature defending player controls. It can't be regenerated. Play this ability only if Necrite is attacking and unblocked.

Necrologia
{3}{B}{B}

Instant
Play Necrologia only during your end of turn step.
As an additional cost to play Necrologia, pay any amount of life.
Draw cards equal to the life paid this way.

Necromancy
{2}{B}
Enchantment
You may play Necromancy any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
When Necromancy comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play under your control enchanted by Necromancy.
When Necromancy leaves play, destroy enchanted creature. It can't be regenerated.

Necropolis
{5}
Artifact Creature -- Wall
0/1
#(Walls can't attack.)#
Remove a creature card in your graveyard from the game: Put X +0/+1 counters on Necropolis, where X is the removed card's converted mana cost.

Necropotence
{B}{B}{B}
Enchantment
Skip your draw step.
If you would discard a card from your hand, remove that card from the game instead.
Pay 1 life: Remove the top card of your library from the game face down. At the end of your turn, put that card into your hand.

Necrosavant
{3}{B}{B}{B}
Creature -- Necrosavant
5/5
{3}{B}{B}, Sacrifice a creature: Return Necrosavant from your graveyard to play. Play this ability only during your upkeep.

Need for Speed
{R}
Enchantment
Sacrifice a land: Target creature gains haste until end of turn.

Needle Storm
{2}{G}
Sorcery
Needle Storm deals 4 damage to each creature with flying.

Needleshot Gourna
{4}{G}{G}
Creature -- Beast
3/6
Needleshot Gourna may block as though it had flying.

Nefarious Lich
{B}{B}{B}{B}
Enchantment
If you would be dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game.
If you would gain life, draw that many cards instead.
When Nefarious Lich leaves play, you lose the game.

Nefashu
{4}{B}{B}
Creature -- Zombie Mutant
5/3
Whenever Nefashu attacks, up to five target creatures each get -1/-1 until end of turn.

Nekrataal
{2}{B}{B}
Creature -- Nekrataal
2/1
First strike
When Nekrataal comes into play, destroy target nonartifact, nonblack creature. That creature can't be regenerated.

Nemata, Grove Guardian
{4}{G}{G}
Creature -- Treefolk Legend
4/5
{2}{G}: Put a 1/1 green Saproling creature token into play.
Sacrifice a Saproling: All Saprolings get +1/+1 until end of turn.

Nesting Wurm
{4}{G}{G}
Creature -- Wurm
4/3
Trample
When Nesting Wurm comes into play, you may search your library for up to three cards named Nesting Wurm, reveal them, and put them into your hand. If you do, shuffle your library.

Nether Shadow
{B}{B}
Creature -- Spirit
1/1
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
At the beginning of your upkeep, if Nether Shadow is in your graveyard with three creature cards above it, you may put Nether Shadow into play.

Nether Spirit
{1}{B}{B}
Creature -- Spirit
2/2
At the beginning of your upkeep, if Nether Spirit is the only creature card in your graveyard, you may return Nether Spirit to play.

Nether Void
{3}{B}
Enchant World
Whenever a player plays a spell, counter it unless its controller pays {3}.

Netter en-Dal
{W}
Creature -- Spellshaper
1/1
{W}, {T}, Discard a card from your hand: Target creature can't attack this turn.

Nettletooth Djinn
{3}{G}
Creature -- Djinn
4/4
At the beginning of your upkeep, Nettletooth Djinn deals 1 damage to you.

Nettling Imp
{2}{B}
Creature -- Imp
1/1
{T}: Target non-Wall creature the active player controls attacks this turn, if able. At end of turn, if that creature didn't attack this turn, destroy it. Ignore this effect if that player didn't control the creature continuously since the beginning of the turn. Play this ability only during an opponent's turn before attackers are declared.

Nevinyrral's Disk
{4}
Artifact
Nevinyrral's Disk comes into play tapped.
{1}, {T}: Destroy all artifacts, creatures, and enchantments.

New Frontiers
{X}{G}
Sorcery
Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library this way shuffles it.

Niall Silvain
{G}{G}{G}
Creature -- Niall-Silvain
2/2
{G}{G}{G}{G}, {T}: Regenerate target creature.

Nicol Bolas
{2}{U}{U}{B}{B}{R}{R}
Creature -- Elder Dragon Legend
7/7
Flying
At the beginning of your upkeep, sacrifice Nicol Bolas unless you pay {U}{B}{R}.
Whenever Nicol Bolas deals damage to an opponent, that player discards his or her hand.

Night // Day
{B} // {2}{W}
Instant // Instant
Target creature gets -1/-1 until end of turn. // Creatures target player controls get +1/+1 until end of turn.

Night Soil
{G}{G}
Enchantment
{1}, Remove two creature cards in a single graveyard from the game: Put a 1/1 green Saproling creature token into play.

Nightmare
{5}{B}
Creature -- Nightmare
/
Flying
Nightmare's power and toughness are each equal to the number of swamps you control.

Nightscape Apprentice
{B}
Creature -- Wizard
1/1
{U}, {T}: Put target creature you control on top of its owner's library.
{R}, {T}: Target creature gains first strike until end of turn.

Nightscape Battlemage
{2}{B}
Creature -- Wizard
2/2
Kicker {2}{U} and/or {2}{R}
When Nightscape Battlemage comes into play, if you paid the {2}{U} kicker cost, return up to two target nonblack creatures to their owners' hands.
When Nightscape Battlemage comes into play, if you paid the {2}{R} kicker cost, destroy target land.

Nightscape Familiar
{1}{B}
Creature -- Zombie
1/1
Blue spells and red spells you play cost {1} less to play.
{1}{B}: Regenerate Nightscape Familiar.

Nightscape Master
{2}{B}{B}
Creature -- Wizard
2/2
{U}{U}, {T}: Return target creature to its owner's hand.
{R}{R}, {T}: Nightscape Master deals 2 damage to target creature.

Nightshade Seer
{3}{B}
Creature -- Wizard
1/1
{2}{B}, {T}: Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.

Nightwind Glider
{2}{W}
Creature -- Rebel
2/1
Flying, protection from black

Nimble Mongoose
{G}
Creature -- Mongoose
1/1
Nimble Mongoose can't be the target of spells or abilities.
Threshold -- Nimble Mongoose gets +2/+2. #(You have threshold as long as seven or more cards are in your graveyard.)#

No Mercy
{2}{B}{B}
Enchantment
Whenever a creature deals damage to you, destroy it.

No Quarter
{3}{R}
Enchantment
Whenever a creature becomes blocked by a creature with lesser power, destroy the blocking creature.
Whenever a creature blocks a creature with lesser power, destroy the attacking creature.

No Rest for the Wicked
{1}{B}
Enchantment
Sacrifice No Rest for the Wicked: Return to your hand all creature cards put into your graveyard from play since the beginning of the turn.

Noble Benefactor
{2}{U}
Creature -- Cleric
2/2
When Noble Benefactor is put into a graveyard from play, each player may search his or her library for a card and put that card into his or her hand. Then each player who searched his or her library shuffles it.

Noble Elephant
{3}{W}
Creature -- Elephant
2/2
Banding, trample

Noble Panther
{1}{G}{W}
Creature -- Cat
3/3
{1}: Noble Panther gains first strike until end of turn.

Noble Purpose
{3}{W}{W}
Enchantment
Whenever a creature you control deals combat damage, you gain that much life.

Noble Stand
{4}{W}
Enchantment
Whenever a creature you control blocks, you gain 2 life.

Noble Steeds
{2}{W}
Enchantment
{1}{W}: Target creature gains first strike until end of turn.

Noble Templar
{5}{W}
Creature -- Cleric Soldier
3/6
Attacking doesn't cause Noble Templar to tap.
Plainscycling {2} ({2}, Discard this card from your hand: Search your library for a plains card, reveal it, and put it into your hand. Then shuffle your library.)

Nocturnal Raid
{2}{B}{B}
Instant
Black creatures get +2/+0 until end of turn.

Noetic Scales
{4}
Artifact
At the beginning of each player's upkeep, return to its owner's hand each creature that player controls with power greater than the number of cards in his or her hand.

Nomad Decoy
{2}{W}
Creature -- Nomad
1/2
{W}, {T}: Tap target creature.
Threshold -- {W}{W}, {T}: Tap two target creatures. #(Play this ability only if seven or more cards are in your graveyard.)#

Nomad Mythmaker
{2}{W}
Creature -- Cleric
2/2
{W}, {T}: Put target enchant creature card from a graveyard into play enchanting a creature you control. (You control that enchantment.)

Nomad Stadium
Land
{T}: Add {W} to your mana pool. Nomad Stadium deals 1 damage to you.
Threshold -- {W}, {T}, Sacrifice Nomad Stadium: You gain 4 life. #(Play this ability only if seven or more cards are in your graveyard.)#

Nomadic Elf
{1}{G}
Creature -- Elf
2/2
{1}{G}: Add one mana of any color to your mana pool.

Nomads en-Kor
{W}
Creature -- Soldier
1/1
{0}: The next 1 damage that would be dealt to Nomads en-Kor this turn is dealt to target creature you control instead.

Norritt
{3}{B}
Creature -- Imp
1/1
{T}: Untap target blue creature.
{T}: Target non-Wall creature attacks this turn if able. If that creature doesn't attack, destroy it at end of turn unless it came under its controller's control this turn. Play this ability only during that creature's controller's turn before the declare attackers step.

North Star
{4}
Artifact
{4}, {T}: You may pay for one spell this turn by paying its converted mana cost rather than its mana cost. #(Additional costs are still paid.)#

Northern Paladin
{2}{W}{W}
Creature -- Knight
3/3
{W}{W}, {T}: Destroy target black permanent.

Nostalgic Dreams
{G}{G}
Sorcery
As an additional cost to play Nostalgic Dreams, discard X cards from your hand. Return X target cards from your graveyard to your hand. Remove Nostalgic Dreams from the game.

Nosy Goblin
{2}{R}
Creature -- Goblin
2/1
{T}, Sacrifice Nosy Goblin: Destroy target face-down creature.

Notorious Assassin
{3}{B}

Creature -- Spellshaper
2/2
{2}{B}, {T}, Discard a card from your hand: Destroy target nonblack creature. It can't be regenerated.

Nova Cleric
{W}
Creature -- Cleric
1/2
{2}{W}, {T}, Sacrifice Nova Cleric: Destroy all enchantments.

Nova Pentacle
{4}
Artifact
{3}, {T}: The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature of an opponent's choice instead.

Noxious Field
{1}{B}{B}
Enchant Land
Enchanted land has "{T}: This land deals 1 damage to each creature and each player."

Noxious Ghoul
{3}{B}{B}
Creature -- Zombie
3/3
Whenever Noxious Ghoul or another Zombie comes into play, all non-Zombie creatures get -1/-1 until end of turn.

Noxious Vapors
{1}{B}{B}
Sorcery
Each player reveals his or her hand and chooses one card of each color from it, then discards all other nonland cards from it.

Null Brooch
{4}
Artifact
{2}, {T}, Discard your hand: Counter target noncreature spell.

Null Chamber
{3}{W}
Enchant World
As Null Chamber comes into play, you and an opponent each name a card other than a basic land card.
The named cards can't be played.

Null Rod
{2}
Artifact
Players can't play artifacts' activated abilities.

Nullmage Advocate
{2}{G}
Creature -- Insect Druid
2/3
{T}: Return two target cards in an opponent's graveyard to his or her hand. Destroy target artifact or enchantment.

Nurturing Licid
{1}{G}
Creature -- Licid
1/1

{G}, {T}: Nurturing Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "{G}: Regenerate enchanted creature" and "{G}: End the effect that created this ability."

Nut Collector
{5}{G}
Creature -- Druid
1/1
At the beginning of your upkeep, you may put a 1/1 green Squirrel creature token into play.
Threshold -- All Squirrels get +2/+2. #(You have threshold as long as seven or more cards are in your graveyard.)#

Oasis
Land
{T}: Prevent the next 1 damage that would be dealt to target creature this turn.

Oath of Druids
{1}{G}
Enchantment
At the beginning of each player's upkeep, if that player controls fewer creatures than any of his or her opponents, the player may reveal cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and all other cards revealed this way into his or her graveyard.

Oath of Ghouls
{1}{B}
Enchantment
At the beginning of each player's upkeep, if there are more creature cards in that player's graveyard than in any of his or her opponents' graveyards, the player may return target creature card of his or her choice from his or her graveyard to his or her hand.

Oath of Lieges
{1}{W}
Enchantment
At the beginning of each player's upkeep, if that player controls fewer lands than any of his or her opponents, the player may search his or her library for a basic land card and put that card into play. The player then shuffles his or her library.

Oath of Lim-Dul
{3}{B}
Enchantment
Whenever you lose life, sacrifice a permanent other than Oath of Lim-Dul or discard a card from your hand for each 1 life you lost. #(Damage dealt to you causes you to lose life.)#
{B}{B}: Draw a card.

Oath of Mages
{1}{R}
Enchantment
At the beginning of each player's upkeep, that player may have Oath of Mages deal 1 damage to target player of his or her choice who has more life than he or she does and who is his or her opponent.

Oath of Scholars
{3}{U}
Enchantment
At the beginning of each player's upkeep, if that player has fewer cards in hand than any of his or her opponents, the player may discard his or her hand and draw three cards.

Obelisk of Undoing
{1}
Artifact
{6}, {T}: Return target permanent you own and control to your hand.

Oblation
{2}{W}
Instant
The owner of target nonland permanent shuffles it into his or her library, then draws two cards.

Obliterate
{6}{R}{R}
Sorcery
Obliterate can't be countered.
Destroy all artifacts, creatures, and lands. They can't be regenerated.

Obsessive Search
{U}
Instant
Draw a card.
Madness {U} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Obsianus Golem
{6}
Artifact Creature -- Golem
4/6

Obsidian Acolyte
{1}{W}
Creature -- Cleric
1/1
Protection from black
{W}: Target creature gains protection from black until end of turn.

Obstinate Familiar
{R}
Creature -- Lizard
1/1
If you would draw a card, you may skip that draw instead.

Odylic Wraith
{3}{B}
Creature -- Wraith
2/2
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#
Whenever Odylic Wraith deals damage to a player, that player discards a card from his or her hand.

Off Balance
{W}
Instant
Target creature can't attack or block this turn.

Ogre Enforcer
{3}{R}{R}
Creature -- Ogre
4/4
If Ogre Enforcer would be dealt nonlethal damage from a single source, prevent that damage.

Ogre Shaman

{3}{R}{R}
Creature -- Ogre
3/3
{2}, Discard a card at random from your hand: Ogre Shaman deals 2 damage to target creature or player.

Ogre Taskmaster
{3}{R}
Creature -- Ogre
4/3
Ogre Taskmaster can't block.

Okk
{1}{R}
Creature -- Goblin
4/4
Okk can't attack unless a creature with greater power also attacks.
Okk can't block unless a creature with greater power also blocks.

Old Man of the Sea
{1}{U}{U}
Creature -- Marid
2/3
You may choose not to untap Old Man of the Sea during your untap step.
{T}: Gain control of target creature with power equal to or less than the power of Old Man of the Sea as long as Old Man of the Sea remains tapped and its power remains equal to or greater than the creature's power.

Omen of Fire
{3}{R}{R}
Instant
Return all islands to their owners' hands.
Each player sacrifices a plains or a white permanent for each white permanent he or she controls.

One with Nature
{G}
Enchant Creature
Whenever enchanted creature deals combat damage to a player, you may search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Onslaught
{R}
Enchantment
Whenever you play a creature spell, tap target creature.

Onulet
{3}
Artifact Creature
2/2
When Onulet is put into a graveyard from play, you gain 2 life.

Onyx Talisman
{2}
Artifact
Whenever a black spell is played, you may pay {3}. If you do, untap target permanent.

Opal Acrolith
{2}{W}
Enchantment
Whenever an opponent plays a creature spell, if Opal Acrolith is an enchantment, Opal Acrolith becomes a 2/4 Guardian creature.

{0}: Opal Acrolith becomes an enchantment.

Opal Archangel
{4}{W}
Enchantment
When an opponent plays a creature spell, if Opal Archangel is an enchantment, Opal Archangel becomes a 5/5 Angel creature with flying. Attacking doesn't cause it to tap.

Opal Avenger
{2}{W}
Enchantment
When you have 10 life or less, if Opal Avenger is an enchantment, Opal Avenger becomes a 3/5 Guardian creature.

Opal Caryatid
{W}
Enchantment
When an opponent plays a creature spell, if Opal Caryatid is an enchantment, Opal Caryatid becomes a 2/2 Soldier creature.

Opal Champion
{2}{W}
Enchantment
When an opponent plays a creature spell, if Opal Champion is an enchantment, Opal Champion becomes a 3/3 Knight creature with first strike.

Opal Gargoyle
{1}{W}
Enchantment
When an opponent plays a creature spell, if Opal Gargoyle is an enchantment, Opal Gargoyle becomes a 2/2 Gargoyle creature with flying.

Opal Titan
{2}{W}{W}
Enchantment
When an opponent plays a creature spell, if Opal Titan is an enchantment, Opal Titan becomes a 4/4 Giant creature with protection from each of that spell's colors.

Opalescence
{2}{W}{W}
Enchantment
Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment.

Ophidian
{2}{U}
Creature -- Snake
1/3
Whenever Ophidian attacks and isn't blocked, you may draw a card. If you do, Ophidian deals no combat damage this turn.

Opportunist
{2}{R}
Creature -- Soldier
2/2
{T}: Opportunist deals 1 damage to target creature that was dealt damage this turn.

Opportunity
{4}{U}{U}
Instant
Target player draws four cards.

Opposition
{2}{U}{U}
Enchantment
Tap an untapped creature you control: Tap target artifact, creature, or land.

Oppression
{1}{B}{B}
Enchantment
Whenever a player plays a spell, that player discards a card from his or her hand.

Opt
{U}
Instant
Look at the top card of your library. You may put that card on the bottom of your library.
Draw a card.

Oracle en-Vec
{1}{W}
Creature -- Wizard
1/1
{T}: Target opponent chooses any number of creatures he or she controls. During that player's next turn, those creatures attack if able, and other creatures can't attack. At the end of that turn, destroy each of those creatures that didn't attack. Play this ability only during your turn.

Oracle's Attendants
{3}{W}
Creature -- Soldier
1/5
{T}: All damage that would be dealt to target creature this turn by a source of your choice is dealt to Oracle's Attendants instead.

Oraxid
{3}{U}
Creature -- Beast
2/3
Protection from red

Orc General
{2}{R}
Creature -- General
2/2
{T}, Sacrifice an Orc or a Goblin: All Orcs get +1/+1 until end of turn.

Orcish Artillery
{1}{R}{R}
Creature -- Orc
1/3
{T}: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.

Orcish Cannoneers
{1}{R}{R}
Creature -- Orc
1/3
{T}: Orcish Cannoneers deals 2 damage to target creature or player and 3 damage to you.

Orcish Captain
{R}
Creature -- Orc

1/1
{1}: Flip a coin. If you win the flip, target Orc gets +2/+0 until end of turn. If you lose the flip, it gets -0/-2 until end of turn.

Orcish Conscripts
{R}
Creature -- Orc
2/2
Orcish Conscripts can't attack unless at least two other creatures attack.
Orcish Conscripts can't block unless at least two other creatures block.

Orcish Farmer
{1}{R}{R}
Creature -- Orc
2/2
{T}: Target land becomes a swamp until its controller's next untap step.

Orcish Healer
{R}{R}
Creature -- Cleric
1/1
{R}{R}, {T}: Target creature can't be regenerated this turn.
{R}{B}{B}, {T}: Regenerate target black or green creature.
{R}{G}{G}, {T}: Regenerate target black or green creature.

Orcish Librarian
{1}{R}
Creature -- Orc
1/1
{R}, {T}: Look at the top eight cards of your library, then remove four of them at random from the game. Put the rest on top of your library in any order.

Orcish Lumberjack
{R}
Creature -- Orc
1/1
{T}, Sacrifice a forest: Add three mana in any combination of red and/or green mana to your mana pool.

Orcish Mechanics
{2}{R}
Creature -- Orc
1/1
{T}, Sacrifice an artifact: Orcish Mechanics deals 2 damage to target creature or player.

Orcish Mine
{1}{R}{R}
Enchant Land
Orcish Mine comes into play with three ore counters on it.
At the beginning of your upkeep and whenever enchanted land becomes tapped, remove an ore counter from Orcish Mine. If there are no ore counters on Orcish Mine, destroy enchanted land and Orcish Mine deals 2 damage to enchanted land's controller.

Orcish Oriflamme
{3}{R}
Enchantment
Attacking creatures you control get +1/+0.

Orcish Settlers
{1}{R}
Creature -- Orc
1/1

{X}{X}{R}, {T}, Sacrifice Orcish Settlers: Destroy X target lands.

Orcish Spy
{R}
Creature -- Orc
1/1
{T}: Look at the top three cards of target player's library. #(Put them back in the same order.)#

Orcish Squatters
{4}{R}
Creature -- Orc
2/3
Whenever Orcish Squatters attacks and isn't blocked, you may gain control of target land defending player controls for as long as you control Orcish Squatters. If you do, Orcish Squatters deals no combat damage this turn.

Orcish Veteran
{2}{R}
Creature -- Orc
2/2
Orcish Veteran can't block white creatures with power 2 or greater.
{R}: Orcish Veteran gains first strike until end of turn.

Order // Chaos
{3}{W} // {2}{R}
Instant // Instant
Remove target attacking creature from the game. // Creatures can't block this turn.

Order of Leitbur
{W}{W}
Creature -- Cleric
2/1
Protection from black
{W}{W}: Order of Leitbur gets +1/+0 until end of turn.
{W}: Order of Leitbur gains first strike until end of turn.

Order of the Ebon Hand
{B}{B}
Creature -- Cleric
2/1
Protection from white
{B}{B}: Order of the Ebon Hand gets +1/+0 until end of turn.
{B}: Order of the Ebon Hand gains first strike until end of turn.

Order of the Sacred Torch
{1}{W}{W}
Creature -- Paladin
2/2
{T}, Pay 1 life: Counter target black spell.

Order of the White Shield
{W}{W}
Creature -- Knight
2/1
Protection from black
{W}: Order of the White Shield gains first strike until end of turn.
{W}{W}: Order of the White Shield gets +1/+0 until end of turn.

Order of Yawgmoth
{2}{B}{B}
Creature -- Knight
2/2

Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#
Whenever Order of Yawgmoth deals damage to a player, that player discards a card from his or her hand.

Ordered Migration
{3}{W}{U}
Sorcery
Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

Organ Grinder
{2}{B}
Creature -- Zombie
3/1
{T}, Remove three cards in your graveyard from the game: Target player loses 3 life.

Orgg
{3}{R}{R}
Creature -- Orgg
6/6
Trample
Orgg can't attack if defending player controls an untapped creature with power 3 or greater.
Orgg can't block creatures with power 3 or greater.

Orim, Samite Healer
{1}{W}{W}
Creature -- Cleric Legend
1/3
{T}: Prevent the next 3 damage that would be dealt to target creature or player this turn.

Orim's Chant
{W}
Instant
Kicker {W} #(You may pay an additional #{W}# as you play this spell.)#
Target player can't play spells this turn.
If you paid the kicker cost, creatures can't attack this turn.

Orim's Cure
{1}{W}
Instant
If you control a plains, you may tap an untapped creature you control rather than pay the mana cost of Orim's Cure.
Prevent the next 4 damage that would be dealt to target creature or player this turn.

Orim's Prayer
{1}{W}{W}
Enchantment
Whenever a creature attacks you, you gain 1 life.

Orim's Thunder
{2}{W}
Instant
Kicker {R} #(You may pay an additional #{R}# as you play this spell.)#
Destroy target artifact or enchantment. If you paid the kicker cost, Orim's Thunder deals damage equal to that artifact or enchantment's converted mana cost to target creature.

Orim's Touch
{W}

Instant
Kicker {1} #(You may pay an additional #{1}# as you play this spell.)#
Prevent the next 2 damage that would be dealt to target creature or player this turn. If you paid the kicker cost, prevent the next 4 damage that would be dealt to that creature or player this turn instead.

Ornithopter
{0}
Artifact Creature
0/2
Flying

Osai Vultures
{1}{W}
Creature -- Vulture
1/1
Flying
At end of turn, if a creature was put into a graveyard from play this turn, put a carrion counter on Osai Vultures.
Remove two carrion counters from Osai Vultures: Osai Vultures gets +1/+1 until end of turn.

Ostracize
{B}
Sorcery
Target opponent reveals his or her hand. Choose a creature card from it. That player discards that card.

Otarian Juggernaut
{4}
Artifact Creature
2/3
Otarian Juggernaut can't be blocked by Walls.
Threshold -- Otarian Juggernaut gets +3/+0 and attacks each turn if able. #(You have threshold as long as seven or more cards are in your graveyard.)#

Oubliette
{1}{B}{B}
Enchantment
When Oubliette comes into play, target creature phases out. That creature can't phase in as long as Oubliette remains in play.
When Oubliette leaves play, the creature phases in tapped.

Outbreak
{3}{B}
Sorcery
You may discard a swamp card from your hand rather than pay Outbreak's mana cost.
Choose a creature type. All creatures of that type get -1/-1 until end of turn.

Outmaneuver
{X}{R}
Instant
X target blocked creatures deal combat damage as though they weren't blocked this turn.

Overabundance
{1}{R}{G}
Enchantment
Whenever a player taps a land for mana, that player adds one additional mana to his or her mana pool of the same type, and Overabundance deals 1 damage to him or her.

Overburden

{1}{U}
Enchantment
Whenever a player puts a creature card into play, that player returns a land he or she controls to its owner's hand.

Overeager Apprentice
{2}{B}
Creature -- Minion
1/2
Discard a card from your hand, Sacrifice Overeager Apprentice: Add {B}{B}{B} to your mana pool.

Overgrown Estate
{B}{G}{W}
Enchantment
Sacrifice a land: You gain 3 life.

Overgrowth
{2}{G}
Enchant Land
Whenever enchanted land is tapped for mana, its controller adds {G}{G} to his or her mana pool.

Overlaid Terrain
{2}{G}{G}
Enchantment
As Overlaid Terrain comes into play, sacrifice all lands you control.
Lands you control have "{T}: Add two mana of any one color to your mana pool."

Overload
{R}
Instant
Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#
Destroy target artifact if its converted mana cost is 2 or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is 5 or less instead.

Overmaster
{R}
Sorcery
The next instant or sorcery spell you play this turn can't be countered by spells or abilities.
Draw a card.

Overrun
{2}{G}{G}{G}
Sorcery
Creatures you control get +3/+3 and gain trample until end of turn.

Oversold Cemetery
{1}{B}
Enchantment
At the beginning of your upkeep, if you have four or more creature cards in your graveyard, you may return target creature card from your graveyard to your hand.

Overtaker
{1}{U}
Creature -- Spellshaper
1/1
{3}{U}, {T}, Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#

Overwhelming Instinct

{2}{G}
Enchantment
Whenever you attack with three or more creatures, draw a card.

Ovinomancer
{2}{U}
Creature -- Wizard
0/1
When Ovinomancer comes into play, sacrifice it unless you return three basic lands you control to their owner's hand.
{T}, Return Ovinomancer to its owner's hand: Destroy target creature. It can't be regenerated. That creature's controller puts a 0/1 green Sheep creature token into play.

Pacifism
{1}{W}
Enchant Creature
Enchanted creature can't attack or block.

Pack Hunt
{3}{G}
Sorcery
Search your library for up to three cards with the same name as target creature, reveal them, and put them into your hand. Then shuffle your library.

Pain // Suffering
{B} // {3}{R}
Sorcery // Sorcery
Target player discards a card from his or her hand. // Destroy target land.

Painbringer
{2}{B}{B}
Creature -- Minion
1/1
{T}, Remove any number of cards in your graveyard from the game: Target creature gets -X/-X until end of turn, where X is the number of cards removed this way.

Painful Memories
{1}{B}
Sorcery
Look at target opponent's hand and choose a card from it. Put that card on top of that player's library.

Paladin en-Vec
{1}{W}{W}
Creature -- Knight
2/2
First strike, protection from black, protection from red

Pale Bears
{2}{G}
Creature -- Bear
2/2
Islandwalk #(This creature is unblockable as long as defending player controls an island.)#

Pale Moon
{1}{U}
Instant
Until end of turn, if a player taps a nonbasic land for mana, it produces colorless mana instead of its normal type.

Palinchron
{5}{U}{U}

Creature -- Illusion
4/5
Flying
When Palinchron comes into play, if you played it from your hand, untap up to seven lands.
{2}{U}{U}: Return Palinchron to its owner's hand.

Palladia-Mors
{2}{R}{R}{G}{G}{W}{W}
Creature -- Elder Dragon Legend
7/7
Flying, trample
At the beginning of your upkeep, sacrifice Palladia-Mors unless you pay {R}{G}{W}.

Pallimud
{2}{R}
Creature -- Beast
*/3
As Pallimud comes into play, choose an opponent.
Pallimud's power is equal to the number of tapped lands the chosen player controls.

Panacea
{4}
Artifact
{X}{X}, {T}: Prevent the next X damage that would be dealt to target creature or player this turn.

Pandemonium
{3}{R}
Enchantment
Whenever a creature comes into play, that creature's controller may have it deal damage equal to its power to target creature or player of his or her choice.

Pangosaur
{2}{G}{G}
Creature -- Lizard
6/6
Whenever a player plays a land, return Pangosaur to its owner's hand.

Panic
{R}
Instant
Play Panic only during combat before the declare blockers step.
Target creature can't block this turn.
Draw a card at the beginning of the next turn's upkeep.

Panic Attack
{2}{R}
Sorcery
Up to three target creatures can't block this turn.

Panther Warriors
{4}{G}
Creature -- Cat Warrior
6/3

Paradigm Shift
{1}{U}
Sorcery
Remove all cards in your library from the game. Then shuffle your graveyard into your library.

Parallax Dementia
{1}{B}
Enchant Creature
Fading 1 #(This enchantment comes into play with one fade counter on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
Enchanted creature gets +3/+2.
When Parallax Dementia leaves play, destroy enchanted creature. That creature can't be regenerated.

Parallax Inhibitor
{2}
Artifact
{1}, {T}, Sacrifice Parallax Inhibitor: Put a fade counter on each permanent with fading you control.

Parallax Nexus
{2}{B}
Enchantment
Fading 5 #(This enchantment comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
Remove a fade counter from Parallax Nexus: Target opponent removes a card in his or her hand from the game if Parallax Nexus is in play. Play this ability only any time you could play a sorcery.
When Parallax Nexus leaves play, each player returns to his or her hand all cards he or she owns removed from the game with Parallax Nexus.

Parallax Tide
{2}{U}{U}
Enchantment
Fading 5 #(This enchantment comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
Remove a fade counter from Parallax Tide: Remove target land from the game if Parallax Tide is in play.
When Parallax Tide leaves play, each player returns to play all cards he or she owns removed from the game with Parallax Tide.

Parallax Wave
{2}{W}{W}
Enchantment
Fading 5 #(This enchantment comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
Remove a fade counter from Parallax Wave: Remove target creature from the game if Parallax Wave is in play.
When Parallax Wave leaves play, each player returns to play all cards other than Parallax Wave he or she owns removed from the game with Parallax Wave.

Parallel Evolution
{3}{G}{G}
Sorcery
For each creature token in play, its controller puts a creature token into play that's a copy of that creature.
Flashback {4}{G}{G}{G} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Parallel Thoughts
{3}{U}{U}
Enchantment
When Parallel Thoughts comes into play, search your library for seven cards, remove them from the game in a face-down pile, and shuffle that pile. Then shuffle your library.

If you would draw a card, you may instead put the top card of the pile you removed into your hand.

Paralyze
{B}
Enchant Creature
When Paralyze comes into play, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
Enchanted creature has "At the beginning of your upkeep, you may pay {4}. If you do, untap this creature."

Parapet
{1}{W}
Enchantment
You may play Parapet any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Creatures you control get +0/+1.

Parasitic Bond
{3}{B}
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, Parasitic Bond deals 2 damage to that player.

Parch
{1}{R}
Instant
Choose one -- Parch deals 2 damage to target creature or player; or Parch deals 4 damage to target blue creature.

Pardic Arsonist
{2}{R}{R}
Creature -- Barbarian
3/3
Threshold -- When Pardic Arsonist comes into play, it deals 3 damage to target creature or player. #(You have threshold if seven or more cards are in your graveyard.)#

Pardic Collaborator
{3}{R}
Creature -- Barbarian
2/2
First strike
{B}: Pardic Collaborator gets +1/+1 until end of turn.

Pardic Firecat
{3}{R}
Creature -- Cat
2/3
Haste
If Pardic Firecat is in a graveyard, Flame Burst's effect counts it as a card named Flame Burst.

Pardic Lancer
{4}{R}
Creature -- Barbarian
3/2
Discard a card at random from your hand: Pardic Lancer gets +1/+0 and gains first strike until end of turn.

Pardic Miner
{1}{R}
Creature -- Dwarf
1/1

Sacrifice Pardic Miner: Target player can't play lands this turn.

Pardic Swordsmith
{2}{R}
Creature -- Dwarf
1/1
{R}, Discard a card at random from your hand: Pardic Swordsmith gets +2/+0 until end of turn.

Pariah
{2}{W}
Enchant Creature
All damage that would be dealt to you is dealt to enchanted creature instead.

Paroxysm
{1}{R}
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, reveal the top card of that player's library. If that card is a land card, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn. #(Return the card to the top of the player's library, face down.)#

Part Water
{X}{X}{U}
Sorcery
X target creatures gain islandwalk until end of turn. #(They're unblockable as long as defending player controls an island.)#

Patagia Golem
{4}
Artifact Creature -- Golem
2/3
{3}: Patagia Golem gains flying until end of turn.

Patchwork Gnomes
{3}
Artifact Creature -- Gnome
2/1
Discard a card from your hand: Regenerate Patchwork Gnomes.

Path of Peace
{3}{W}
Sorcery
Destroy target creature. Its owner gains 4 life.

Patriarch's Bidding
{3}{B}{B}
Sorcery
Each player chooses a creature type. Each player returns all creature cards of a type chosen this way from his or her graveyard to play.

Patriarch's Desire
{3}{B}
Enchant Creature
Enchanted creature gets +2/-2.
Threshold -- Enchanted creature gets an additional +2/-2. #(You have threshold as long as seven or more cards are in your graveyard.)#

Patrol Hound
{1}{W}
Creature -- Hound
2/2
Discard a card from your hand: Patrol Hound gains first strike until end of turn.

Patron of the Wild
{G}
Creature -- Elf
1/1
Morph {2}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Patron of the Wild is turned face up, target creature gets +3/+3 until end of turn.

Patron Wizard
{U}{U}{U}
Creature -- Wizard
2/2
Tap an untapped Wizard you control: Counter target spell unless its controller pays {1}.

Pattern of Rebirth
{3}{G}
Enchant Creature
When enchanted creature is put into a graveyard, that creature's controller may search his or her library for a creature card and put that card into play. If that player does, he or she then shuffles his or her library.

Paupers' Cage
{3}
Artifact
At the beginning of each opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.

Pavel Maliki
{4}{B}{R}
Creature -- Legend
5/3
{B}{R}: Pavel Maliki gets +1/+0 until end of turn.

Pay No Heed
{W}
Instant
Prevent all damage a source of your choice would deal this turn.

Peace and Quiet
{1}{W}
Instant
Destroy two target enchantments.

Peace of Mind
{1}{W}
Enchantment
{W}, Discard a card from your hand: You gain 3 life.

Peace Talks
{1}{W}
Sorcery
This turn and next turn, players skip their combat phases and can't target permanents or players with spells or activated abilities. #(Triggered abilities are unaffected.)#

Peacekeeper
{2}{W}
Creature -- Peacekeeper
1/1
At the beginning of your upkeep, sacrifice Peacekeeper unless you pay {1}{W}.
Creatures can't attack.

Pearl Dragon
{4}{W}{W}
Creature -- Dragon
4/4
Flying
{1}{W}: Pearl Dragon gets +0/+1 until end of turn.

Pearl Medallion
{2}
Artifact
White spells you play cost {1} less to play.

Pearled Unicorn
{2}{W}
Creature -- Unicorn
2/2

Pearlspear Courier
{2}{W}
Creature -- Soldier
2/1
You may choose not to untap Pearlspear Courier during your untap step.
{2}{W}, {T}: As long as Pearlspear Courier remains tapped, target Soldier gets +2/+2 and has Attacking doesn't cause this creature to tap.

Peat Bog
Land
Peat Bog comes into play tapped with two depletion counters on it.
{T}, Remove a depletion counter from Peat Bog: Add two black mana to your mana pool.
If there are no depletion counters on Peat Bog, sacrifice it.

Pedantic Learning
{U}{U}
Enchantment
Whenever a land card is put into your graveyard from your library, you may pay {1}. If you do, draw a card.

Peek
{U}
Instant
Look at target player's hand.
Draw a card.

Peer Pressure
{3}{U}
Sorcery
Choose a creature type. If you control more creatures of that type than any other player, you gain control of all creatures of that type. (This effect doesn't end at end of turn.)

Pegasus Charger
{2}{W}
Creature -- Pegasus
2/1
Flying, first strike

Pegasus Refuge
{3}{W}
Enchantment
{2}, Discard a card from your hand: Put a 1/1 white Pegasus creature token with flying into play.

Pegasus Stampede
{1}{W}
Sorcery
Buyback--Sacrifice a land. #(If you sacrifice a land in addition to any other costs as you play this spell, put Pegasus Stampede into your hand instead of your graveyard as part of its resolution.)#
Put a 1/1 white Pegasus creature token with flying into play.

Pemmin's Aura
{1}{U}{U}
Enchant Creature
{U}: Untap enchanted creature.
{U}: Enchanted creature gains flying until end of turn.
{U}: Enchanted creature can't be the target of spells or abilities this turn.
{1}: Enchanted creature gets +1/-1 or -1/+1 until end of turn.

Penance
{2}{W}
Enchantment
Put a card from your hand on top of your library: The next time a black or red source of your choice would deal damage to you this turn, prevent that damage.

Pendelhaven
Legendary Land
{T}: Add {G} to your mana pool.
{T}: Target 1/1 creature gets +1/+2 until end of turn.

Pendrell Drake
{3}{U}
Creature -- Drake
2/3
Flying
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Pendrell Flux
{1}{U}
Enchant Creature
Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you pay its mana cost."

Pendrell Mists
{3}{U}
Enchantment
All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay {1}."

Pentagram of the Ages
{4}
Artifact
{4}, {T}: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Penumbra Bobcat
{2}{G}
Creature -- Cat
2/1
When Penumbra Bobcat is put into a graveyard from play, put a 2/1 black Cat creature token into play.

Penumbra Kavu
{4}{G}
Creature -- Kavu
3/3
When Penumbra Kavu is put into a graveyard from play, put a 3/3 black Kavu

creature token into play.

Penumbra Wurm
{5}{G}{G}
Creature -- Wurm
6/6
Trample
When Penumbra Wurm is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play.

People of the Woods
{G}{G}
Creature -- People-of-the-Woods
1/*
People of the Woods's toughness is equal to the number of forests you control.

Peregrine Drake
{4}{U}
Creature -- Drake
2/3
Flying
When Peregrine Drake comes into play, if you played it from your hand, untap up to five lands.

Perish
{2}{B}
Sorcery
Destroy all green creatures. They can't be regenerated.

Pernicious Deed
{1}{B}{G}
Enchantment
{X}, Sacrifice Pernicious Deed: Destroy each artifact, creature, and enchantment with converted mana cost X or less.

Persecute
{2}{B}{B}
Sorcery
Choose a color. Target player reveals his or her hand and discards all cards of that color from it.

Personal Incarnation
{3}{W}{W}{W}
Creature -- Avatar
6/6
{0}: The next 1 damage that would be dealt to Personal Incarnation this turn is dealt to its owner instead. Any player may play this ability, but only if he or she owns Personal Incarnation.
When Personal Incarnation is put into a graveyard from play, its owner loses half his or her life, rounded up.

Persuasion
{3}{U}{U}
Enchant Creature
You control enchanted creature.

Pestilence
{2}{B}{B}
Enchantment
At end of turn, if no creatures are in play, sacrifice Pestilence.
{B}: Pestilence deals 1 damage to each creature and each player.

Pestilence Rats
{2}{B}

Creature -- Rat
*/3
Pestilence Rats's power is equal to the total number of other Rats in play.
#(For example, as long as there are two other Rats in play, Pestilence Rats's power and toughness are 2/3.)#

Petra Sphinx
{2}{W}{W}{W}
Creature -- Sphinx
3/4
{T}: Target player names a card, then reveals the top card of his or her library. If that card is the named card, that player puts it into his or her hand. If it isn't, the player puts it into his or her graveyard.

Petradon
{6}{R}{R}
Creature -- Nightmare Beast
5/6
When Petradon comes into play, remove two target lands from the game.
When Petradon leaves play, return the removed cards to play under their owners' control.
{R}: Petradon gets +1/+0 until end of turn.

Petravark
{3}{R}
Creature -- Nightmare Beast
2/2
When Petravark comes into play, remove target land from the game.
When Petravark leaves play, return the removed card to play under its owner's control.

Petrified Field
Land
{T}: Add one colorless mana to your mana pool.
{T}, Sacrifice Petrified Field: Return target land card from your graveyard to your hand.

Phage the Untouchable
{3}{B}{B}{B}{B}
Creature -- Minion Legend
4/4
When Phage the Untouchable comes into play, if you didn't play it from your hand, you lose the game.
Whenever Phage deals combat damage to a creature, destroy that creature. It can't be regenerated.
Whenever Phage deals combat damage to a player, that player loses the game.

Phantasmal Fiend
{3}{B}
Creature -- Phantasm
1/5
{B}: Phantasmal Fiend gets +1/-1 until end of turn.
{1}{U}: Switch Phantasmal Fiend's power and toughness until end of turn. Effects that would alter Phantasmal Fiend's power this turn alter its toughness instead, and vice versa.

Phantasmal Forces
{3}{U}
Creature -- Phantasm
4/1
Flying
At the beginning of your upkeep, sacrifice Phantasmal Forces unless you pay {U}.

Phantasmal Mount

{1}{U}
Creature -- Phantasm
1/1
Flying
{T}: Target creature you control with toughness 2 or less gets +1/+1 and gains flying until end of turn. When Phantasmal Mount leaves play this turn, sacrifice that creature. When the creature leaves play this turn, sacrifice Phantasmal Mount.

Phantasmal Sphere
{1}{U}
Creature -- Phantasm
0/1
Flying
At the beginning of your upkeep, put a +1/+1 counter on Phantasmal Sphere, then sacrifice Phantasmal Sphere unless you pay {1} for each +1/+1 counter on it. When Phantasmal Sphere leaves play, put a blue Orb creature token with flying into play under an opponent's control. That creature's power and toughness are each equal to the number of +1/+1 counters on Phantasmal Sphere.

Phantasmal Terrain
{U}{U}
Enchant Land
As Phantasmal Terrain comes into play, choose a basic land type.
Enchanted land's type is the chosen type.

Phantatog
{1}{W}{U}
Creature -- Atog
1/2
Sacrifice an enchantment: Phantatog gets +1/+1 until end of turn.
Discard a card from your hand: Phantatog gets +1/+1 until end of turn.

Phantom Centaur
{2}{G}{G}
Creature -- Centaur Spirit
2/0
Protection from black
Phantom Centaur comes into play with three +1/+1 counters on it.
If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Phantom Flock
{3}{W}{W}
Creature -- Bird Soldier Spirit
0/0
Flying
Phantom Flock comes into play with three +1/+1 counters on it.
If damage would be dealt to Phantom Flock, prevent that damage. Remove a +1/+1 counter from Phantom Flock.

Phantom Monster
{3}{U}
Creature -- Phantasm
3/3
Flying

Phantom Nantuko
{2}{G}
Creature -- Insect Spirit
0/0
Trample
Phantom Nantuko comes into play with two +1/+1 counters on it.
If damage would be dealt to Phantom Nantuko, prevent that damage. Remove a +1/+1

counter from Phantom Nantuko.
{T}: Put a +1/+1 counter on Phantom Nantuko.

Phantom Nishoba
{5}{G}{W}
Creature -- Beast Spirit
0/0
Trample
Phantom Nishoba comes into play with seven +1/+1 counters on it.
Whenever Phantom Nishoba deals damage, you gain that much life.
If damage would be dealt to Phantom Nishoba, prevent that damage. Remove a +1/+1 counter from Phantom Nishoba.

Phantom Nomad
{1}{W}
Creature -- Nomad Spirit
0/0
Phantom Nomad comes into play with two +1/+1 counters on it.
If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

Phantom Tiger
{2}{G}
Creature -- Cat Spirit
1/0
Phantom Tiger comes into play with two +1/+1 counters on it.
If damage would be dealt to Phantom Tiger, prevent that damage. Remove a +1/+1 counter from Phantom Tiger.

Phantom Warrior
{1}{U}{U}
Creature -- Illusion
2/2
Phantom Warrior is unblockable.

Phantom Whelp
{1}{U}
Creature -- Hound
2/2
When Phantom Whelp attacks or blocks, return it to its owner's hand at end of combat.

Phantom Wings
{1}{U}
Enchant Creature
Enchanted creature has flying.
Sacrifice Phantom Wings: Return enchanted creature to its owner's hand.

Phelddagrif
{1}{G}{W}{U}
Creature -- Legend
4/4
{G}: Phelddagrif gains trample until end of turn. Put a 1/1 green Hippo creature token into play under an opponent's control.
{W}: Phelddagrif gains flying until end of turn and an opponent gains 2 life.
{U}: Return Phelddagrif to its owner's hand and an opponent may draw a card.

Phyrexian Altar
{3}
Artifact
Sacrifice a creature: Add one mana of any color to your mana pool.

Phyrexian Arena
{1}{B}{B}

Enchantment
At the beginning of your upkeep, you draw a card and you lose 1 life.

Phyrexian Battleflies
{B}
Creature -- Insect
0/1
Flying
{B}: Phyrexian Battleflies gets +1/+0 until end of turn. This ability may be played no more than twice each turn.

Phyrexian Bloodstock
{4}{B}
Creature -- Zombie
3/3
When Phyrexian Bloodstock leaves play, destroy target white creature. It can't be regenerated.

Phyrexian Boon
{2}{B}
Enchant Creature
Enchanted creature gets +2/+1 as long as it's black. Otherwise, it gets -1/-2.

Phyrexian Broodlings
{1}{B}{B}
Creature -- Minion
2/2
{1}, Sacrifice a creature: Put a +1/+1 counter on Phyrexian Broodlings.

Phyrexian Colossus
{7}
Artifact Creature
8/8
Phyrexian Colossus doesn't untap during your untap step.
Pay 8 life: Untap Phyrexian Colossus.
Phyrexian Colossus can't be blocked except by three or more creatures.

Phyrexian Debaser
{3}{B}
Creature -- Carrier
2/2
Flying
{T}, Sacrifice Phyrexian Debaser: Target creature gets -2/-2 until end of turn.

Phyrexian Defiler
{2}{B}{B}
Creature -- Carrier
3/3
{T}, Sacrifice Phyrexian Defiler: Target creature gets -3/-3 until end of turn.

Phyrexian Delver
{3}{B}{B}
Creature -- Zombie
3/2
When Phyrexian Delver comes into play, return target creature card from your graveyard to play. You lose life equal to that card's converted mana cost.

Phyrexian Denouncer
{1}{B}
Creature -- Carrier
1/1
{T}, Sacrifice Phyrexian Denouncer: Target creature gets -1/-1 until end of turn.

Phyrexian Devourer
{6}
Artifact Creature
1/1
When Phyrexian Devourer's power is 7 or greater, sacrifice it.
Remove the top card of your library from the game: Put X +1/+1 counters on Phyrexian Devourer, where X is the removed card's converted mana cost. If Phyrexian Devourer's power is 7 or greater, sacrifice it.

Phyrexian Dreadnought
{1}
Artifact Creature
12/12
Trample
If Phyrexian Dreadnought would come into play, sacrifice any number of creatures with total power 12 or greater instead. If you do, put Phyrexian Dreadnought into play. If you don't, put it into its owner's graveyard.

Phyrexian Driver
{2}{B}
Creature -- Mercenary
1/1
When Phyrexian Driver comes into play, all other Mercenaries get +1/+1 until end of turn.

Phyrexian Furnace
{1}
Artifact
{T}: Remove the bottom card of target player's graveyard from the game.
{1}, Sacrifice Phyrexian Furnace: Remove target card in a graveyard from the game and draw a card.

Phyrexian Gargantua
{4}{B}{B}
Creature -- Horror
4/4
When Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life.

Phyrexian Ghoul
{2}{B}
Creature -- Zombie
2/2
Sacrifice a creature: Phyrexian Ghoul gets +2/+2 until end of turn.

Phyrexian Gremlins
{2}{B}
Creature -- Gremlin
1/1
You may choose not to untap Phyrexian Gremlins during your untap step.
{T}: Tap target artifact. As long as Phyrexian Gremlins remains tapped, that artifact doesn't untap during its controller's untap step.

Phyrexian Grimoire
{3}
Artifact
{4}, {T}: An opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other one into your hand.

Phyrexian Hulk
{6}
Artifact Creature
5/4

Phyrexian Infiltrator
{2}{B}
Creature -- Minion
2/2
{2}{U}{U}: Exchange control of Phyrexian Infiltrator and target creature. #(This effect doesn't end at end of turn.)#

Phyrexian Lens
{3}
Artifact
{T}, Pay 1 life: Add one mana of any color to your mana pool.

Phyrexian Marauder
{X}
Artifact Creature
0/0
Phyrexian Marauder comes into play with X +1/+1 counters on it.
Phyrexian Marauder can't block.
Phyrexian Marauder can't attack unless you pay {1} for each +1/+1 counter on it.

Phyrexian Monitor
{3}{B}
Creature -- Skeleton
2/2
{B}: Regenerate Phyrexian Monitor.

Phyrexian Negator
{2}{B}
Creature -- Horror
5/5
Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

Phyrexian Plaguelord
{3}{B}{B}
Creature -- Carrier
4/4
{T}, Sacrifice Phyrexian Plaguelord: Target creature gets -4/-4 until end of turn.
Sacrifice a creature: Target creature gets -1/-1 until end of turn.

Phyrexian Portal
{3}
Artifact
{3}: An opponent looks at the top ten cards of your library and separates them into two face-down piles, then you choose one of those piles and remove it from the game. Search the other pile, put a card from it into your hand, then shuffle the remaining cards into your library. You can't play this ability if you have fewer than ten cards in your library.

Phyrexian Processor
{4}
Artifact
As Phyrexian Processor comes into play, pay any amount of life.
{4}, {T}: Put a black Minion creature token into play. Its power and toughness are each equal to the amount of life paid.

Phyrexian Prowler
{3}{B}
Creature -- Mercenary
3/3
Fading 3 #(This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice

it.)#
Remove a fade counter from Phyrexian Prowler: Phyrexian Prowler gets +1/+1 until end of turn.

Phyrexian Purge
{2}{B}{R}
Sorcery
Destroy any number of target creatures. You lose 3 life for each creature destroyed this way.

Phyrexian Rager
{2}{B}
Creature -- Horror
2/2
When Phyrexian Rager comes into play, you draw a card and you lose 1 life.

Phyrexian Reaper
{4}{B}
Creature -- Zombie
3/3
Whenever Phyrexian Reaper becomes blocked by a green creature, destroy that creature. It can't be regenerated.

Phyrexian Reclamation
{B}
Enchantment
{1}{B}, Pay 2 life: Return target creature card from your graveyard to your hand.

Phyrexian Scuta
{3}{B}
Creature -- Zombie
3/3
Kicker--Pay 3 life. #(You may pay 3 life in addition to any other costs as you play this spell.)#
If you paid the kicker cost, Phyrexian Scuta comes into play with two +1/+1 counters on it.

Phyrexian Slayer
{3}{B}
Creature -- Minion
2/2
Flying
Whenever Phyrexian Slayer becomes blocked by a white creature, destroy that creature. It can't be regenerated.

Phyrexian Splicer
{2}
Artifact
{2}, {T}: Choose one -- flying; first strike; shadow; or trample. Target creature with that ability loses it until end of turn and another target creature gains it until end of turn.

Phyrexian Tower
Legendary Land
{T}: Add one colorless mana to your mana pool.
{T}, Sacrifice a creature: Add {B}{B} to your mana pool.

Phyrexian Tribute
{2}{B}
Sorcery
As an additional cost to play Phyrexian Tribute, sacrifice two creatures.
Destroy target artifact.

Phyrexian Tyranny
{U}{B}{R}
Enchantment
Whenever a player draws a card, that player loses 2 life unless he or she pays {2}.

Phyrexian Vault
{3}
Artifact
{2}, {T}, Sacrifice a creature: Draw a card.

Phyrexian Walker
{0}
Artifact Creature
0/3

Phyrexian War Beast
{3}
Artifact Creature
3/4
When Phyrexian War Beast leaves play, sacrifice a land and Phyrexian War Beast deals 1 damage to you.

Pianna, Nomad Captain
{1}{W}{W}
Creature -- Nomad Legend
2/2
Whenever Pianna, Nomad Captain attacks, attacking creatures get +1/+1 until end of turn.

Piety
{2}{W}
Instant
Blocking creatures get +0/+3 until end of turn.

Piety Charm
{W}
Instant
Choose one -- Destroy target enchant creature; or target Soldier gets +2/+2 until end of turn; or attacking doesn't cause creatures you control to tap this turn.

Pikemen
{1}{W}
Creature -- Pikemen
1/1
Banding, first strike

Pilgrim of Justice
{2}{W}
Creature -- Cleric
1/3
Protection from red
{W}, Sacrifice Pilgrim of Justice: The next time a red source of your choice would deal damage this turn, prevent that damage.

Pilgrim of Virtue
{2}{W}
Creature -- Cleric
1/3
Protection from black
{W}, Sacrifice Pilgrim of Virtue: The next time a black source of your choice would deal damage this turn, prevent that damage.

Pillage
{1}{R}{R}
Sorcery
Destroy target artifact or land. It can't be regenerated.

Pillar Tombs of Aku
{2}{B}{B}
Enchant World
At the beginning of each player's upkeep, that player may sacrifice a creature. If that player doesn't, he or she loses 5 life and you sacrifice Pillar Tombs of Aku.

Pincer Spider
{2}{G}
Creature -- Spider
2/3
Kicker {3} #(You may pay an additional #{3}# as you play this spell.)#
Pincer Spider may block as though it had flying.
If you paid the kicker cost, Pincer Spider comes into play with a +1/+1 counter on it.

Pincher Beetles
{2}{G}
Creature -- Insect
3/1
Pincher Beetles can't be the target of spells or abilities.

Pine Barrens
Land
Pine Barrens comes into play tapped.
{T}: Add one colorless mana to your mana pool.
{T}: Add {B} or {G} to your mana pool. Pine Barrens deals 1 damage to you.

Pinpoint Avalanche
{3}{R}{R}
Instant
Pinpoint Avalanche deals 4 damage to target creature. The damage can't be prevented.

Pious Warrior
{3}{W}
Creature -- Rebel
2/3
Whenever Pious Warrior is dealt combat damage, you gain that much life.

Piper's Melody
{G}
Sorcery
Shuffle any number of target creature cards from your graveyard into your library.

Pirate Ship
{4}{U}
Creature -- Ship
4/3
Pirate Ship can't attack unless defending player controls an island.
When you control no islands, sacrifice Pirate Ship.
{T}: Pirate Ship deals 1 damage to target creature or player.

Pit Imp
{B}
Creature -- Imp
0/1
Flying

{B}: Pit Imp gets +1/+0 until end of turn. Play this ability no more than twice each turn.

Pit Raptor
{2}{B}{B}
Creature -- Mercenary
4/3
Flying, first strike
At the beginning of your upkeep, sacrifice Pit Raptor unless you pay {2}{B}{B}.

Pit Scorpion
{2}{B}
Creature -- Scorpion
1/1
Whenever Pit Scorpion deals damage to a player, that player gets a poison counter. #(A player with ten or more poison counters loses the game.)#

Pit Spawn
{4}{B}{B}{B}
Creature -- Beast
6/4
First strike
At the beginning of your upkeep, sacrifice Pit Spawn unless you pay {B}{B}.
Whenever Pit Spawn deals damage to a creature, remove that creature from the game.

Pit Trap
{2}
Artifact
{2}, {T}, Sacrifice Pit Trap: Destroy target attacking creature without flying. It can't be regenerated.

Pitchstone Wall
{2}{R}
Creature -- Wall
2/5
#(Walls can't attack.)#
Whenever you discard a card from your hand, you may sacrifice Pitchstone Wall. If you do, return the discarded card from your graveyard to your hand.

Pixie Queen
{2}{G}{G}
Creature -- Pixie-Queen
1/1
Flying
{G}{G}{G}, {T}: Target creature gains flying until end of turn.

Plagiarize
{3}{U}
Instant
Until end of turn, if target player would draw a card, instead that player skips that draw and you draw a card.

Plague Beetle
{B}
Creature -- Insect
1/1
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Plague Dogs
{4}{B}
Creature -- Hound
3/3

When Plague Dogs is put into a graveyard from play, all creatures get -1/-1 until end of turn.
{2}, Sacrifice Plague Dogs: Draw a card.

Plague Fiend
{1}{B}
Creature -- Insect
1/1
Whenever Plague Fiend deals combat damage to a creature, destroy that creature unless its controller pays {2}.

Plague Rats
{2}{B}
Creature -- Rat
/
Plague Rats's power and toughness are each equal to the number of creatures named Plague Rats in play.

Plague Spitter
{2}{B}
Creature -- Horror
2/2
At the beginning of your upkeep, Plague Spitter deals 1 damage to each creature and each player.
When Plague Spitter is put into a graveyard from play, Plague Spitter deals 1 damage to each creature and each player.

Plague Spores
{4}{B}{R}
Sorcery
Destroy target nonblack creature and target land. They can't be regenerated.

Plague Wind
{7}{B}{B}
Sorcery
Destroy all creatures you don't control. They can't be regenerated.

Plague Witch
{1}{B}
Creature -- Spellshaper
1/1
{B}, {T}, Discard a card from your hand: Target creature gets -1/-1 until end of turn.

Plaguebearer
{1}{B}
Creature -- Zombie
1/1
{X}{X}{B}: Destroy target nonblack creature with converted mana cost equal to X.

Plains
Land
[W]

Planar Birth
{1}{W}
Sorcery
Return all basic land cards from all graveyards to play under their owners' control, tapped.

Planar Chaos
{2}{R}
Enchantment
At the beginning of your upkeep, flip a coin. If you lose the flip, sacrifice

Planar Chaos.
Whenever a player plays a spell, that player flips a coin. If he or she loses the flip, counter that spell.

Planar Collapse
{1}{W}
Enchantment
At the beginning of your upkeep, if there are four or more creatures in play, sacrifice Planar Collapse. If you do, destroy all creatures. They can't be regenerated.

Planar Despair
{3}{B}{B}
Sorcery
All creatures get -1/-1 until end of turn for each basic land type among lands you control.

Planar Gate
{6}
Artifact
Creature spells you play cost up to {2} less to play.

Planar Guide
{W}
Creature -- Cleric
1/1
{3}{W}, Remove Planar Guide from the game: Remove all creatures from the game. At end of turn, return those cards to play under their owners' control.

Planar Overlay
{2}{U}
Sorcery
Each player chooses a land he or she controls of each basic land type. Return those lands to their owners' hands.

Planar Portal
{6}
Artifact
{6}, {T}: Search your library for a card and put that card into your hand. Then shuffle your library.

Planar Void
{B}
Enchantment
Whenever a card is put into a graveyard, remove that card from the game.

Planeswalker's Favor
{2}{G}
Enchantment
{3}{G}: Target opponent reveals a card at random in his or her hand. Target creature gets +X/+X until end of turn, where X is the revealed card's converted mana cost.

Planeswalker's Fury
{2}{R}
Enchantment
{3}{R}: Target opponent reveals a card at random in his or her hand. Planeswalker's Fury deals damage equal to that card's converted mana cost to that player. Play this ability only any time you could play a sorcery.

Planeswalker's Mirth
{2}{W}
Enchantment
{3}{W}: Target opponent reveals a card at random in his or her hand. You gain

life equal to that card's converted mana cost.

Planeswalker's Mischief
{2}{U}
Enchantment
{3}{U}: Target opponent reveals a card at random in his or her hand. If it's an instant or sorcery card, remove it from the game. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has {X} in its mana cost, X is 0. At end of turn, if you haven't played it, return it to its owner's hand. Play this ability only any time you could play a sorcery.

Planeswalker's Scorn
{2}{B}
Enchantment
{3}{B}: Target opponent reveals a card at random in his or her hand. Target creature gets -X/-X until end of turn, where X is the revealed card's converted mana cost. Play this ability only any time you could play a sorcery.

Plateau
Land
Plateau is a plains and a mountain in addition to its land type.

Plated Rootwalla
{4}{G}
Creature -- Lizard
3/3
{2}{G}: Plated Rootwalla gets +3/+3 until end of turn. Play this ability only once each turn.

Plated Sliver
{W}
Creature -- Sliver
1/1
All Slivers get +0/+1.

Plated Spider
{4}{G}
Creature -- Spider
4/4
Plated Spider may block as though it had flying.

Pledge of Loyalty
{1}{W}
Enchant Creature
Enchanted creature has protection from the colors of permanents you control. This effect doesn't remove Pledge of Loyalty.

Plow Under
{3}{G}{G}
Sorcery
Put two target lands on top of their owner's library.

Polar Kraken
{8}{U}{U}{U}
Creature -- Kraken
11/11
Trample
Cumulative upkeep -- Sacrifice a land.
Polar Kraken comes into play tapped.

Political Trickery
{2}{U}
Sorcery

Exchange control of target land you control and target land an opponent controls. #(This effect doesn't end at end of turn.)#

Pollen Remedy
{W}
Instant
Kicker--Sacrifice a land. #(You may sacrifice a land in addition to any other costs as you play this spell.)#
Prevent the next 3 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. If you paid the kicker cost, prevent the next 6 damage this way instead.

Polluted Delta
Land
{T}, Pay 1 life, Sacrifice Polluted Delta: Search your library for an island or swamp card and put it into play. Then shuffle your library.

Polluted Mire
Land
Polluted Mire comes into play tapped.
{T}: Add {B} to your mana pool.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Polymorph
{3}{U}
Sorcery
Destroy target creature. It can't be regenerated. Its controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and shuffles all other cards revealed this way into his or her library.

Port Inspector
{1}{U}
Creature -- Townsfolk
1/2
Whenever Port Inspector becomes blocked, you may look at defending player's hand.

Portcullis
{4}
Artifact
Whenever a creature comes into play, if there are two or more other creatures in play, remove that creature from the game.
When Portcullis leaves play, return to play under their owners' control all creatures removed from the game with Portcullis.

Portent
{U}
Sorcery
Look at the top three cards of target player's library. Put those cards back on top of that library in any order. You may then have that player shuffle his or her library.
Draw a card at the beginning of the next turn's upkeep.

Possessed Aven
{2}{U}{U}
Creature -- Bird Soldier Horror
3/3
Flying
Threshold -- Possessed Aven gets +1/+1, is black, and has "{2}{B}, {T}: Destroy target blue creature." #(You have threshold as long as seven or more cards are in your graveyard.)#

Possessed Barbarian

{2}{R}{R}
Creature -- Barbarian Horror
3/3
First strike
Threshold -- Possessed Barbarian gets +1/+1, is black, and has "{2}{B}, {T}: Destroy target red creature." #(You have threshold as long as seven or more cards are in your graveyard.)#

Possessed Centaur
{2}{G}{G}
Creature -- Centaur Horror
3/3
Trample
Threshold -- Possessed Centaur gets +1/+1, is black, and has "{2}{B}, {T}: Destroy target green creature." #(You have threshold as long as seven or more cards are in your graveyard.)#

Possessed Nomad
{2}{W}{W}
Creature -- Nomad Horror
3/3
Attacking doesn't cause Possessed Nomad to tap.
Threshold -- Possessed Nomad gets +1/+1, is black, and has "{2}{B}, {T}: Destroy target white creature." #(You have threshold as long as seven or more cards are in your graveyard.)#

Pouncing Jaguar
{G}
Creature -- Cat
2/2
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#

Pouncing Kavu
{1}{R}
Creature -- Kavu
1/1
Kicker {2}{R} #(You may pay an additional #{2}{R}# as you play this spell.)#
First strike
If you paid the kicker cost, Pouncing Kavu comes into play with two +1/+1 counters on it and with haste. #(It may attack and #{T}# the turn it comes under your control.)#

Powder Keg
{2}
Artifact
At the beginning of your upkeep, you may put a fuse counter on Powder Keg.
{T}, Sacrifice Powder Keg: Destroy each artifact and creature with converted mana cost equal to the number of fuse counters on Powder Keg.

Power Armor
{4}
Artifact
{3}, {T}: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

Power Artifact
{U}{U}
Enchant Artifact
Enchanted artifact's activated abilities cost up to {2} less to play. If this would make an ability cost 0 or less mana to play, it costs {1}, plus any nonmana costs.

Power Leak

{1}{U}
Enchant Enchantment
At the beginning of the upkeep of enchanted enchantment's controller, that player may pay up to {2}. For each one mana less than {2} he or she pays this way, Power Leak deals 1 damage to him or her.

Power Matrix
{4}
Artifact
{T}: Target creature gets +1/+1 and gains flying, first strike, and trample until end of turn.

Power Sink
{X}{U}
Instant
Counter target spell unless its controller pays {X}. If he or she doesn't, that player taps all lands he or she controls and empties his or her mana pool.

Power Surge
{R}{R}
Enchantment
At the beginning of each player's upkeep, Power Surge deals X damage to that player, where X is the number of untapped lands he or she controlled at the beginning of this turn.

Power Taint
{1}{U}
Enchant Enchantment
At the beginning of the upkeep of enchanted enchantment's controller, that player pays {2} or loses 2 life.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Powerleech
{G}{G}
Enchantment
Whenever an artifact an opponent controls becomes tapped or an opponent plays an artifact's activated ability without {T} in its activation cost, you gain 1 life.

Powerstone Minefield
{2}{R}{W}
Enchantment
Whenever a creature attacks or blocks, Powerstone Minefield deals 2 damage to it.

Pox
{B}{B}{B}
Sorcery
Each player loses a third of his or her life, then discards a third of the cards in his or her hand, then sacrifices a third of the creatures he or she controls, then sacrifices a third of the lands he or she controls. Round each loss up.

Pradesh Gypsies
{2}{G}
Creature -- Gypsy
1/1
{1}{G}, {T}: Target creature gets -2/-0 until end of turn.

Preacher
{1}{W}{W}
Creature -- Preacher
1/1
You may choose not to untap Preacher during your untap step.
{T}: Gain control of target creature of an opponent's choice that he or she

controls as long as Preacher remains tapped.

Precognition
{4}{U}
Enchantment
At the beginning of your upkeep, you may look at the top card of target opponent's library, then you may put that card on the bottom of that player's library.

Predator, Flagship
{5}
Legendary Artifact
{2}: Target creature gains flying until end of turn.
{5}, {T}: Destroy target creature with flying.

Predatory Hunger
{G}
Enchant Creature
Whenever an opponent plays a creature spell, put a +1/+1 counter on enchanted creature.

Predict
{1}{U}
Instant
Name a card, then put the top card of target player's library into his or her graveyard. If that card is the named card, you draw two cards. Otherwise, you draw a card.

Preferred Selection
{2}{G}{G}
Enchantment
At the beginning of your draw step, look at the top two cards of your library and choose one. You may sacrifice Preferred Selection and pay {2}{G}{G}. If you do, draw the chosen card. If you don't, put the card on the bottom of your library.

Presence of the Master
{3}{W}
Enchantment
Whenever a player plays an enchantment spell, counter it.

Pretender's Claim
{1}{B}
Enchant Creature
Whenever enchanted creature becomes blocked, tap all lands defending player controls.

Price of Glory
{2}{R}
Enchantment
Whenever a player taps a land for mana during another player's turn, destroy that land.

Price of Progress
{1}{R}
Instant
Price of Progress deals 2 damage to each player for each nonbasic land he or she controls.

Pride of Lions
{3}{G}{G}
Creature -- Cat
4/4
You may have Pride of Lions deal its combat damage to defending player as though

it weren't blocked.

Priest of Gix
{2}{B}
Creature -- Minion
2/1
When Priest of Gix comes into play, if you played it from your hand, add {B}{B}{B} to your mana pool.

Priest of Titania
{1}{G}
Creature -- Elf
1/1
{T}: Add {G} to your mana pool for each Elf in play.

Priest of Yawgmoth
{1}{B}
Creature -- Cleric
1/2
{T}, Sacrifice an artifact: Add to your mana pool an amount of black mana equal to the sacrificed artifact's converted mana cost.

Primal Boost
{2}{G}
Instant
Target creature gets +4/+4 until end of turn.
Cycling {2}{G} ({2}{G}, Discard this card from your hand: Draw a card.)
When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.

Primal Clay
{4}
Artifact Creature
/
Primal Clay comes into play as your choice of a 3/3 artifact creature; a 2/2 artifact creature with flying; or a 1/6 Wall artifact creature. #(Walls can't attack.)#

Primal Frenzy
{G}
Enchant Creature
Enchanted creature has trample.

Primal Growth
{2}{G}
Sorcery
Kicker--Sacrifice a creature. #(You may sacrifice a creature in addition to any other costs as you play this spell.)#
Search your library for a basic land card, put that card into play, then shuffle your library. If you paid the kicker cost, instead search your library for two basic land cards, put them into play, then shuffle your library.

Primal Order
{2}{G}{G}
Enchantment
At the beginning of each player's upkeep, Primal Order deals damage to that player equal to the number of nonbasic lands he or she controls.

Primal Rage
{1}{G}
Enchantment
Creatures you control have trample.

Primal Whisperer

{4}{G}
Creature -- Elf Soldier
2/2
Primal Whisperer gets +2/+2 for each face-down creature in play.
Morph {3}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Primeval Shambler
{4}{B}
Creature -- Mercenary
3/3
{B}: Primeval Shambler gets +1/+1 until end of turn.

Primitive Etchings
{2}{G}{G}
Enchantment
Reveal the first card you draw each turn. Whenever you reveal a creature card this way, draw a card.

Primitive Justice
{1}{R}
Sorcery
As an additional cost to play Primitive Justice, you may pay {1}{R} and/or {1}{G} any number of times.
Destroy target artifact. For each additional {1}{R} you paid, destroy another target artifact. For each additional {1}{G} you paid, destroy another target artifact, and you gain 1 life.

Primoc Escapee
{6}{U}
Creature -- Bird Beast
4/4
Flying
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Primordial Ooze
{R}
Creature -- Ooze
1/1
Primordial Ooze attacks each turn if able.
At the beginning of your upkeep, put a +1/+1 counter on Primordial Ooze. Then pay {X}, where X is equal to the number of +1/+1 counters on Primordial Ooze, or tap Primordial Ooze and it deals X damage to you.

Princess Lucrezia
{3}{U}{U}{B}
Creature -- Legend
5/4
{T}: Add {U} to your mana pool.

Prismatic Boon
{X}{W}{U}
Instant
X target creatures gain protection from the color of your choice until end of turn.

Prismatic Circle
{2}{W}
Enchantment
Cumulative upkeep {1}
As Prismatic Circle comes into play, choose a color.
{1}: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

Prismatic Lace
{U}
Instant
Target permanent becomes the colors of your choice. #(This effect doesn't end at end of turn.) (Mana symbols on that permanent remain unchanged.)#

Prismatic Strands
{2}{W}
Instant
Prevent all damage that sources of the color of your choice would deal this turn.
Flashback--Tap an untapped white creature you control. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Prismatic Ward
{1}{W}
Enchant Creature
As Prismatic Ward comes into play, choose a color.
Prevent all damage that would be dealt to enchanted creature by sources of the chosen color.

Prison Barricade
{1}{W}
Creature -- Wall
1/3
#(Walls can't attack.)#
Kicker {1}{W} #(You may pay an additional #{1}{W}# as you play this spell.)#
If you paid the kicker cost, Prison Barricade comes into play with a +1/+1 counter on it and with "Prison Barricade may attack as though it weren't a Wall."

Private Research
{U}
Enchant Creature
At the beginning of your upkeep, you may put a page counter on Private Research.
When enchanted creature is put into a graveyard, draw a card for each page counter on Private Research.

Probe
{2}{U}
Sorcery
Kicker {1}{B} #(You may pay an additional #{1}{B}# as you play this spell.)#
Draw three cards, then discard two cards from your hand.
If you paid the kicker cost, target player discards two cards from his or her hand.

Prodigal Sorcerer
{2}{U}
Creature -- Wizard
1/1
{T}: Prodigal Sorcerer deals 1 damage to target creature or player.

Profane Prayers
{2}{B}{B}
Sorcery
Profane Prayers deals X damage to target creature or player and you gain X life, where X is the number of Clerics in play.

Prohibit
{1}{U}
Instant
Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#
Counter target spell if its converted mana cost is 2 or less. If you paid the kicker cost, counter that spell if its converted mana cost is 4 or less instead.

Propaganda
{2}{U}
Enchantment
Creatures can't attack you unless their controller pays {2} for each creature attacking you. #(This cost is paid as attackers are declared.)#

Prophecy
{W}
Sorcery
Reveal the top card of target opponent's library. If it's a land, you gain 1 life. That player then shuffles his or her library.
Draw a card at the beginning of the next turn's upkeep.

Prophetic Bolt
{3}{U}{R}
Instant
Prophetic Bolt deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library.

Prosperity
{X}{U}
Sorcery
Each player draws X cards.

Protective Sphere
{2}{W}
Enchantment
{1}, Pay 1 life: Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost. #(Colorless mana prevents no damage.)#

Proteus Machine
{3}
Artifact Creature
2/2
Morph {0} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Proteus Machine is turned face up, its type becomes the creature type of your choice. (This effect doesn't end at end of turn.)

Provoke
{1}{G}
Instant
Untap target creature you don't control. That creature blocks this turn if able.
Draw a card.

Prowling Pangolin
{3}{B}{B}
Creature -- Beast
6/5
When Prowling Pangolin comes into play, any player may sacrifice two creatures. If a player does, sacrifice Prowling Pangolin.

Psionic Blast
{2}{U}
Instant
Psionic Blast deals 4 damage to target creature or player and 2 damage to you.

Psionic Entity
{4}{U}
Creature -- Entity
2/2

{T}: Psionic Entity deals 2 damage to target creature or player and 3 damage to itself.

Psionic Gift
{1}{U}
Enchant Creature
Enchanted creature has "{T}: This creature deals 1 damage to target creature or player."

Psychatog
{1}{U}{B}
Creature -- Atog
1/2
Discard a card from your hand: Psychatog gets +1/+1 until end of turn.
Remove two cards in your graveyard from the game: Psychatog gets +1/+1 until end of turn.

Psychic Allergy
{3}{U}{U}
Enchantment
As Psychic Allergy comes into play, choose a color.
At the beginning of each opponent's upkeep, Psychic Allergy deals X damage to that player, where X is the number of cards of the chosen color he or she controls.
At the beginning of your upkeep, sacrifice Psychic Allergy unless you sacrifice two islands.

Psychic Battle
{3}{U}{U}
Enchantment
Whenever a player chooses one or more targets, each player reveals the top card of his or her library. The player who reveals the card with the highest converted mana cost may change the target or targets. If two or more cards are tied for highest cost, the target or targets remain unchanged. Changing targets this way doesn't trigger this ability.

Psychic Purge
{U}
Sorcery
Psychic Purge deals 1 damage to target creature or player.
When a spell or ability an opponent controls causes you to discard Psychic Purge from your hand, that player loses 5 life.

Psychic Theft
{1}{U}
Sorcery
Target player reveals his or her hand. Choose an instant or sorcery card from it, and remove that card from the game. As long as the card remains removed from the game, you may play it as though it were in your hand. At end of turn, if you haven't played the card, return it to its owner's hand.

Psychic Trance
{2}{U}{U}
Instant
Until end of turn, Wizards you control gain {T}: Counter target spell.

Psychic Transfer
{4}{U}
Sorcery
If the difference between your life total and target player's life total is 5 or less, exchange life totals with that player.

Psychic Venom
{1}{U}

Enchant Land
Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

Psychic Vortex
{2}{U}{U}
Enchantment
Cumulative upkeep -- Draw a card
At the end of your turn, sacrifice a land and discard your hand.

Psychotic Haze
{2}{B}{B}
Instant
Psychotic Haze deals 1 damage to each creature and each player.
Madness {1}{B} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Puffer Extract
{5}
Artifact
{X}, {T}: Target creature you control gets +X/+X until end of turn. Destroy it at end of turn.

Pulsating Illusion
{4}{U}
Creature -- Illusion
0/1
Flying
Discard a card from your hand: Pulsating Illusion gets +4/+4 until end of turn. Play this ability only once each turn.

Pulse of Llanowar
{3}{G}
Enchantment
If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type.

Pulsemage Advocate
{2}{W}
Creature -- Cleric
1/3
{T}: Return three target cards in an opponent's graveyard to his or her hand. Return target creature card from your graveyard to play.

Pulverize
{4}{R}{R}
Sorcery
You may sacrifice two mountains rather than pay Pulverize's mana cost. Destroy all artifacts.

Puppet Master
{U}{U}{U}
Enchant Creature
When enchanted creature is put into a graveyard, return enchanted creature to its owner's hand and you may pay {U}{U}{U}. If you do, return Puppet Master from its owner's graveyard to its owner's hand.

Puppet Strings
{3}
Artifact
{2}, {T}: Tap or untap target creature.

Puppeteer
{2}{U}

Creature -- Wizard
1/2
{U}, {T}: Tap or untap target creature.

Puppet's Verdict
{1}{R}{R}
Instant
Flip a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater.

Pure Reflection
{2}{W}
Enchantment
Whenever a player plays a creature spell, destroy all Reflections. Then that player puts a white Reflection creature token into play with power and toughness each equal to the converted mana cost of that spell.

Purelace
{W}
Instant
Target spell or permanent becomes white. #(Mana symbols on that permanent remain unchanged.)#

Purgatory
{2}{W}{B}
Enchantment
If a creature card would be put into your graveyard from play, remove that card from the game instead.
At the beginning of your upkeep, you may pay {4} and 2 life. If you do, return a card removed from the game with Purgatory to play.

Purging Scythe
{5}
Artifact
At the beginning of your upkeep, Purging Scythe deals 2 damage to the creature with the least toughness. If two or more creatures are tied for least toughness, you choose one.

Purify
{3}{W}{W}
Sorcery
Destroy all artifacts and enchantments.

Purraj of Urborg
{3}{B}{B}
Creature -- Legend
2/3
Whenever Purraj of Urborg attacks, it gains first strike until end of combat.
Whenever a black spell is played, you may pay {B}. If you do, put a +1/+1 counter on Purraj of Urborg.

Pursuit of Knowledge
{3}{W}
Enchantment
If you would draw a card, you may put a study counter on Pursuit of Knowledge instead.
Remove three study counters from Pursuit of Knowledge, Sacrifice Pursuit of Knowledge: Draw seven cards.

Putrefaction
{4}{B}
Enchantment
Whenever a player plays a white spell or green spell, that player discards a card from his or her hand.

Putrid Imp
{B}
Creature -- Zombie Imp
1/1
Discard a card from your hand: Putrid Imp gains flying until end of turn.
Threshold -- Putrid Imp gets +1/+1 and can't block. #(You have threshold as long as seven or more cards are in your graveyard.)#

Putrid Raptor
{4}{B}{B}
Creature -- Zombie Beast
4/4
Morph--Discard a Zombie card from your hand. (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Putrid Warrior
{W}{B}
Creature -- Soldier Zombie
2/2
Whenever Putrid Warrior deals damage, choose one -- each player loses 1 life; or each player gains 1 life.

Pygmy Allosaurus
{2}{G}
Creature -- Dinosaur
2/2
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Pygmy Hippo
{G}{U}
Creature -- Hippo
2/2
Whenever Pygmy Hippo attacks and isn't blocked, you may have defending player play a mana ability of each land he or she controls and empty his or her mana pool. If you do, Pygmy Hippo deals no combat damage this turn and at the beginning of your postcombat main phase you add an amount of colorless mana to your mana pool equal to the amount of mana emptied from defending player's mana pool this way.

Pygmy Kavu
{3}{G}
Creature -- Kavu
1/2
When Pygmy Kavu comes into play, draw a card for each black creature your opponents control.

Pygmy Pyrosaur
{1}{R}
Creature -- Lizard
1/1
Pygmy Pyrosaur can't block.
{R}: Pygmy Pyrosaur gets +1/+0 until end of turn.

Pygmy Razorback
{1}{G}
Creature -- Boar
2/1
Trample

Pygmy Troll
{1}{G}
Creature -- Troll

1/1
Whenever Pygmy Troll becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.
{G}: Regenerate Pygmy Troll.

Pyknite
{2}{G}
Creature -- Pyknite
1/1
When Pyknite comes into play, draw a card at the beginning of the next turn's upkeep.

Pyramids
{6}
Artifact
{2}: Destroy target enchant land.
{2}: Regenerate target land.

Pyre Zombie
{1}{B}{R}
Creature -- Zombie
2/1
At the beginning of your upkeep, if Pyre Zombie is in your graveyard, you may pay {1}{B}{B}. If you do, return Pyre Zombie from your graveyard to your hand.
{1}{R}{R}, Sacrifice Pyre Zombie: Pyre Zombie deals 2 damage to target creature or player.

Pyric Salamander
{1}{R}
Creature -- Salamander
1/1
{R}: Pyric Salamander gets +1/+0 until end of turn. Sacrifice Pyric Salamander at end of turn.

Pyroblast
{R}
Instant
Choose one -- Counter target spell if it's blue; or destroy target permanent if it's blue.

Pyroclasm
{1}{R}
Sorcery
Pyroclasm deals 2 damage to each creature.

Pyrokinesis
{4}{R}{R}
Instant
You may remove a red card in your hand from the game rather than pay Pyrokinesis's mana cost.
Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

Pyromancy
{2}{R}{R}
Enchantment
{3}, Discard a card at random from your hand: Pyromancy deals to target creature or player damage equal to the converted mana cost of the discarded card.

Pyromania
{2}{R}
Enchantment
{1}{R}, Discard a card at random from your hand: Pyromania deals 1 damage to target creature or player.

{1}{R}, Sacrifice Pyromania: Pyromania deals 1 damage to target creature or player.

Pyrostatic Pillar
{1}{R}
Enchantment
Whenever a player plays a spell with converted mana cost 3 or less, Pyrostatic Pillar deals 2 damage to that player.

Pyrotechnics
{4}{R}
Sorcery
Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players.

Python
{1}{B}{B}
Creature -- Snake
3/2

Quagmire
{2}{B}
Enchantment
Creatures with swampwalk may be blocked as though they didn't have swampwalk.

Quagmire Druid
{2}{B}
Creature -- Zombie Druid
2/2
{G}, {T}, Sacrifice a creature: Destroy target enchantment.

Quagmire Lamprey
{2}{B}
Creature -- Fish
1/1
Whenever Quagmire Lamprey becomes blocked by a creature, put a -1/-1 counter on that creature.

Quarum Trench Gnomes
{3}{R}
Creature -- Gnome
1/1
{T}: Choose target plains. Whenever that plains is tapped for mana, it produces colorless mana instead of its normal type. #(This effect doesn't end at end of turn.)#

Quash
{2}{U}{U}
Instant
Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all cards with the same name as that card and remove them from the game. That player then shuffles his or her library.

Questing Phelddagrif
{1}{G}{W}{U}
Creature -- Phelddagrif
4/4
{G}: Questing Phelddagrif gets +1/+1 until end of turn. Target opponent puts a 1/1 green Hippo creature token into play.
{W}: Questing Phelddagrif gains protection from black and from red until end of turn. Target opponent gains 2 life.
{U}: Questing Phelddagrif gains flying until end of turn. Target opponent may draw a card.

Quick Sliver
{1}{G}
Creature -- Sliver
1/1
You may play Quick Sliver any time you could play an instant.
Any player may play Sliver cards any time he or she could play an instant.

Quickening Licid
{1}{W}
Creature -- Licid
1/1
{1}{W}, {T}: Quickening Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature has first strike" and "{W}: End the effect that created this ability."

Quicksand
Land
{T}: Add one colorless mana to your mana pool.
{T}, Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.

Quicksilver Amulet
{4}
Artifact
{4}, {T}: Put a creature card from your hand into play.

Quicksilver Dagger
{1}{U}{R}
Enchant Creature
Enchanted creature has "{T}: This creature deals 1 damage to target player. You draw a card."

Quicksilver Dragon
{4}{U}{U}
Creature -- Dragon
5/5
Flying
{U}: If target spell has only one target and that target is Quicksilver Dragon, change that spell's target to another creature.
Morph {4}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Quicksilver Wall
{2}{U}
Creature -- Wall
1/6
#(Walls can't attack.)#
{4}: Return Quicksilver Wall to its owner's hand. Any player may play this ability.

Quiet Speculation
{1}{U}
Sorcery
Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles his or her library.

Quirion Druid
{2}{G}
Creature -- Druid
1/2
{G}, {T}: Target land becomes a 2/2 green creature that's still a land. #(This effect doesn't end at end of turn.)#

Quirion Dryad

{1}{G}
Creature -- Dryad
1/1
Whenever you play a white, blue, black, or red spell, put a +1/+1 counter on Quirion Dryad.

Quirion Elves
{1}{G}
Creature -- Elf
1/1
As Quirion Elves comes into play, choose a color.
{T}: Add {G} to your mana pool.
{T}: Add one mana of the chosen color to your mana pool.

Quirion Explorer
{1}{G}
Creature -- Elf
1/1
{T}: Add to your mana pool one mana of any color that a land an opponent controls could produce.

Quirion Ranger
{G}
Creature -- Elf
1/1
Return a forest you control to its owner's hand: Untap target creature. Play this ability only once each turn.

Quirion Sentinel
{1}{G}
Creature -- Elf
2/1
When Quirion Sentinel comes into play, add one mana of any color to your mana pool.

Quirion Trailblazer
{3}{G}
Creature -- Elf
1/2
When Quirion Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

Rabid Elephant
{4}{G}
Creature -- Elephant
3/4
Whenever Rabid Elephant becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

Rabid Rats
{1}{B}
Creature -- Rat
1/1
{T}: Target blocking creature gets -1/-1 until end of turn.

Rabid Wolverines
{3}{G}{G}
Creature -- Wolverine
4/4
Whenever Rabid Wolverines becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Rabid Wombat

{2}{G}{G}
Creature -- Wombat
0/1
Attacking doesn't cause Rabid Wombat to tap.
Rabid Wombat gets +2/+2 for each enchant creature enchanting it.

Rack and Ruin
{2}{R}
Instant
Destroy two target artifacts.

Rackling
{4}
Artifact Creature
2/2
At the beginning of each opponent's upkeep, Rackling deals X damage to that player, where X is the number of cards in his or her hand fewer than three.

Radiant Essence
{1}{G}{W}
Creature -- Spirit
2/3
Radiant Essence gets +1/+2 as long as an opponent controls a black permanent.

Radiant Kavu
{R}{G}{W}
Creature -- Kavu
3/3
{R}{G}{W}: Prevent all combat damage blue creatures and black creatures would deal this turn.

Radiant, Archangel
{3}{W}{W}
Creature -- Angel Legend
3/3
Flying
Attacking doesn't cause Radiant, Archangel to tap.
Radiant gets +1/+1 for each other creature with flying in play.

Radiant's Dragoons
{3}{W}
Creature -- Soldier
2/5
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Radiant's Dragoons comes into play, you gain 5 life.

Radiant's Judgment
{2}{W}
Instant
Destroy target creature with power 4 or greater.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Radiate
{3}{R}{R}
Instant
Choose target instant or sorcery spell that targets only a single permanent or player. For each other permanent or player that spell could target, put a copy of the spell onto the stack. Each copy targets a different one of those permanents and players.

Radjan Spirit
{3}{G}
Creature -- Spirit

3/2
{T}: Target creature loses flying until end of turn.

Rag Man
{2}{B}{B}
Creature -- Minion
2/1
{B}{B}{B}, {T}: Target opponent reveals his or her hand and discards a creature card at random from it. Play this ability only during your turn.

Rage Weaver
{1}{R}
Creature -- Wizard
2/1
{2}: Target black or green creature gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#

Raging Bull
{2}{R}
Creature -- Bull
2/2

Raging Goblin
{R}
Creature -- Goblin
1/1
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Raging Gorilla
{2}{R}
Creature -- Ape
2/3
Whenever Raging Gorilla blocks or becomes blocked, it gets +2/-2 until end of turn.

Raging Kavu
{1}{R}{G}
Creature -- Kavu
3/1
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
You may play Raging Kavu any time you could play an instant.

Raging River
{R}{R}
Enchantment
At the beginning of your combat phase, each opponent chooses "east" or "west" for each creature without flying he or she controls.
As you declare attacking creatures, choose "east" or "west" for each attacking creature.
"East" creatures can't block "west" creatures. "West" creatures can't block "east" creatures.

Raging Spirit
{3}{R}
Creature -- Spirit
3/3
{2}: Raging Spirit is colorless until end of turn.

Ragnar
{G}{W}{U}
Creature -- Legend
2/2

{G}{W}{U}, {T}: Regenerate target creature.

Raiding Party
{2}{R}
Enchantment
Raiding Party can't be the target of white spells or abilities from white sources.
Sacrifice an Orc: Each player may tap any number of untapped white creatures he or she controls. For each creature tapped this way, that player chooses up to two plains. Then destroy all plains that weren't chosen this way by any player.

Rain of Blades
{W}
Instant
Rain of Blades deals 1 damage to each attacking creature.

Rain of Filth
{B}
Instant
Until end of turn, lands you control gain "Sacrifice this land: Add {B} to your mana pool."

Rain of Salt
{4}{R}{R}
Sorcery
Destroy two target lands.

Rain of Tears
{1}{B}{B}
Sorcery
Destroy target land.

Rainbow Crow
{3}{U}
Creature -- Bird
2/2
Flying
{1}: Rainbow Crow becomes the color of your choice until end of turn.

Rainbow Efreet
{3}{U}
Creature -- Efreet
3/1
Flying
{U}{U}: Rainbow Efreet phases out.

Rainbow Vale
Land
{T}: Add one mana of any color to your mana pool. An opponent gains control of Rainbow Vale at end of turn.

Raise Dead
{B}
Sorcery
Return target creature card from your graveyard to your hand.

Raka Disciple
{R}
Creature -- Wizard
1/1
{W}, {T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.
{U}, {T}: Target creature gains flying until end of turn.

Raka Sanctuary
{2}{R}
Enchantment
At the beginning of your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead.

Rakalite
{6}
Artifact
{2}: Prevent the next 1 damage that would be dealt to target creature or player this turn. Return Rakalite to its owner's hand at end of turn.

Rakavolver
{2}{R}
Creature -- Volver
2/2
Kicker {1}{W} and/or {U}
If you paid the {1}{W} kicker cost, Rakavolver comes into play with two +1/+1 counters on it and with "Whenever Rakavolver deals damage, you gain that much life."
If you paid the {U} kicker cost, Rakavolver comes into play with a +1/+1 counter on it and with flying.

Rally
{W}{W}
Instant
Blocking creatures get +1/+1 until end of turn.

Ramirez DePietro
{3}{U}{B}{B}
Creature -- Legend
4/3
First strike

Ramosian Captain
{1}{W}{W}
Creature -- Rebel
2/2
First strike
{5}, {T}: Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library.

Ramosian Commander
{2}{W}{W}
Creature -- Rebel
2/4
{6}, {T}: Search your library for a Rebel card with converted mana cost 5 or less and put that card into play. Then shuffle your library.

Ramosian Lieutenant
{1}{W}
Creature -- Rebel
1/2
{4}, {T}: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Ramosian Rally
{3}{W}
Instant
If you control a plains, you may tap an untapped creature you control rather than pay Ramosian Rally's mana cost.
Creatures you control get +1/+1 until end of turn.

Ramosian Sergeant
{W}
Creature -- Rebel
1/1
{3}, {T}: Search your library for a Rebel card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Ramosian Sky Marshal
{3}{W}{W}
Creature -- Rebel
3/3
Flying
{7}, {T}: Search your library for a Rebel card with converted mana cost 6 or less and put that card into play. Then shuffle your library.

Rampant Elephant
{3}{W}
Creature -- Elephant
2/2
{G}: Target creature blocks Rampant Elephant this turn if able.

Rampant Growth
{1}{G}
Sorcery
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Rampart Crawler
{B}
Creature -- Mercenary
1/1
Rampart Crawler can't be blocked by Walls.

Ramses Overdark
{2}{U}{U}{B}{B}
Creature -- Legend
4/3
{T}: Destroy target enchanted creature.

Rancid Earth
{1}{B}{B}
Sorcery
Destroy target land.
Threshold -- Instead destroy that land and Rancid Earth deals 1 damage to each creature and each player. #(You have threshold if seven or more cards are in your graveyard.)#

Rancor
{G}
Enchant Creature
Enchanted creature gets +2/+0 and has trample.
When Rancor is put into a graveyard from play, return Rancor to its owner's hand.

Ranger en-Vec
{1}{W}{G}
Creature -- Soldier
2/2
First strike
{G}: Regenerate Ranger en-Vec.

Rank and File
{2}{B}{B}
Creature -- Zombie

3/3
When Rank and File comes into play, all green creatures get -1/-1 until end of turn.

Ransack
{3}{U}
Sorcery
Look at the top five cards of target player's library. Put any number of them on the bottom of that library in any order and the rest on top of the library in any order.

Rapid Decay
{1}{B}
Instant
Remove from the game up to three target cards in a single graveyard.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Rapid Fire
{3}{W}
Instant
Play Rapid Fire only before the declare blockers step.
Target creature gains first strike until end of turn. If it doesn't have rampage, that creature gains rampage 2 until end of turn. #(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)#

Rappelling Scouts
{2}{W}{W}
Creature -- Rebel
1/4
Flying
{2}{W}: Rappelling Scouts gains protection from the color of your choice until end of turn.

Rashida Scalebane
{3}{W}{W}
Creature -- Legend
3/4
{T}: Destroy target attacking or blocking Dragon. It can't be regenerated. You gain life equal to its power.

Rashka the Slayer
{3}{W}{W}
Creature -- Legend
3/3
Rashka the Slayer may block as though it had flying.
Whenever Rashka blocks one or more black creatures, Rashka gets +1/+2 until end of turn.

Rasputin Dreamweaver
{4}{W}{U}
Creature -- Legend
4/1
Rasputin Dreamweaver comes into play with seven dream counters on it.
Remove a dream counter from Rasputin: Add one colorless mana to your mana pool.
Remove a dream counter from Rasputin: Prevent the next 1 damage that would be dealt to Rasputin this turn.
At the beginning of your upkeep, if Rasputin started the turn untapped, put a dream counter on it. Rasputin can't have more than seven dream counters on it.

Rathi Assassin
{2}{B}{B}
Creature -- Mercenary
2/2

{1}{B}{B}, {T}: Destroy target tapped nonblack creature.
{3}, {T}: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Rathi Dragon
{2}{R}{R}
Creature -- Dragon
5/5
Flying
When Rathi Dragon comes into play, sacrifice it unless you sacrifice two mountains.

Rathi Fiend
{3}{B}
Creature -- Mercenary
2/2
When Rathi Fiend comes into play, each player loses 3 life.
{3}, {T}: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Rathi Intimidator
{1}{B}{B}
Creature -- Mercenary
2/1
Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#
{2}, {T}: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Rath's Edge
Legendary Land
{T}: Add one colorless mana to your mana pool.
{4}, {T}, Sacrifice a land: Rath's Edge deals 1 damage to target creature or player.

Rats' Feast
{X}{B}
Sorcery
Remove X target cards in a single graveyard from the game.

Rats of Rath
{1}{B}
Creature -- Rat
2/1
{B}: Destroy target artifact, creature, or land you control.

Ravaged Highlands
Land
Ravaged Highlands comes into play tapped.
{T}: Add {R} to your mana pool.
{T}, Sacrifice Ravaged Highlands: Add one mana of any color to your mana pool.

Raven Familiar
{2}{U}
Creature -- Bird
1/2
Flying; echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Raven Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Raven Guild Initiate
{2}{U}

Creature -- Wizard
1/4
Morph--Return a Bird you control to its owner's hand. (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Raven Guild Master
{1}{U}{U}
Creature -- Wizard Mutant
1/1
Whenever Raven Guild Master deals combat damage to a player, that player removes the top ten cards of his or her library from the game.
Morph {2}{U}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Ravenous Baboons
{3}{R}
Creature -- Ape
2/2
When Ravenous Baboons comes into play, destroy target nonbasic land.

Ravenous Baloth
{2}{G}{G}
Creature -- Beast
4/4
Sacrifice a Beast: You gain 4 life.

Ravenous Rats
{1}{B}
Creature -- Rat
1/1
When Ravenous Rats comes into play, target opponent discards a card from his or her hand.

Ravenous Skirge
{2}{B}
Creature -- Imp
1/1
Flying
Whenever Ravenous Skirge attacks, it gets +2/+0 until end of turn.

Ravenous Vampire
{3}{B}{B}
Creature -- Vampire
3/3
Flying
At the beginning of your upkeep, you may sacrifice a nonartifact creature. If you do, put a +1/+1 counter on Ravenous Vampire. If you don't, tap Ravenous Vampire.

Ray of Command
{3}{U}
Instant
Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#
When you lose control of the creature, tap it.

Ray of Distortion
{3}{W}
Instant
Destroy target artifact or enchantment.
Flashback {4}{W}{W} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Ray of Erasure
{U}
Instant
Target player puts the top card from his or her library into his or her graveyard.
Draw a card at the beginning of the next turn's upkeep.

Ray of Revelation
{1}{W}
Instant
Destroy target enchantment.
Flashback {G} (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Rayne, Academy Chancellor
{2}{U}
Creature -- Wizard Legend
1/1
Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, you may draw a card, and if Rayne, Academy Chancellor is enchanted, you may draw another card.

Raze
{R}
Sorcery
As an additional cost to play Raze, sacrifice a land.
Destroy target land.

Razing Snidd
{4}{B}{R}
Creature -- Beast
3/3
When Razing Snidd comes into play, return a black or red creature you control to its owner's hand.
When Razing Snidd comes into play, each player sacrifices a land.

Razor Pendulum
{4}
Artifact
At the end of each player's turn, if that player has 5 life or less, Razor Pendulum deals 2 damage to him or her.

Razorfin Hunter
{U}{R}
Creature -- Merfolk Goblin
1/1
{T}: Razorfin Hunter deals 1 damage to target creature or player.

Razorfoot Griffin
{3}{W}
Creature -- Griffin
2/2
Flying, first strike

Razortooth Rats
{2}{B}
Creature -- Rat
2/1
Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#

Read the Runes
{X}{U}
Instant

Draw X cards. For each card drawn this way, discard a card from your hand unless you sacrifice a permanent.

Reality Anchor
{1}{G}
Instant
Target creature loses shadow until end of turn.
Draw a card.

Reality Ripple
{1}{U}
Instant
Target artifact, creature, or land phases out.

Reality Twist
{U}{U}{U}
Enchantment
Cumulative upkeep {1}{U}{U}
If tapped for mana, plains produce {R}, swamps produce {G}, mountains produce {W}, and forests produce {B} instead of their normal type.

Reanimate
{B}
Sorcery
Put target creature card from a graveyard into play under your control. You lose life equal to its converted mana cost.

Reap
{1}{G}
Instant
Return any number of target cards from your graveyard to your hand. You can't choose more cards than the number of black permanents your opponents control.

Reaping the Graves
{2}{B}
Instant
Return target creature card from your graveyard to your hand.
Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Reaping the Rewards
{W}
Instant
Buyback--Sacrifice a land. #(If you sacrifice a land in addition to any other costs as you play this spell, put Reaping the Rewards into your hand instead of your graveyard as part of its resolution.)#
You gain 2 life.

Rebel Informer
{2}{B}
Creature -- Mercenary Rebel
1/2
Rebel Informer can't be the target of white spells or abilities from white sources.
{3}: Put target Rebel on the bottom of its owner's library.

Rebirth
{3}{G}{G}{G}
Sorcery
Remove Rebirth from your deck before playing if you're not playing for ante.
Each player may put the top card of his or her library into his or her ante. If a player does, his or her life total becomes 20.

Reborn Hero

{2}{W}
Creature -- Soldier
2/2
Attacking doesn't cause Reborn Hero to tap.
Threshold -- When Reborn Hero is put into a graveyard from play, you may pay {W}{W}. If you do, return Reborn Hero to play under your control. #(You have threshold if seven or more cards are in your graveyard.)#

Rebound
{1}{U}
Instant
Change the target of target spell with a single target if that target is a player. The new target must be a player.

Rebuild
{2}{U}
Instant
Return all artifacts to their owners' hands.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Recall
{X}{X}{U}
Sorcery
Discard X cards from your hand, then return a card from your graveyard to your hand for each card discarded this way. Remove Recall from the game.

Recantation
{3}{U}{U}
Enchantment
At the beginning of your upkeep, you may put a verse counter on Recantation.
{U}, Sacrifice Recantation: Return up to X target permanents to their owners' hands, where X is the number of verse counters on Recantation.

Reckless Abandon
{R}
Sorcery
As an additional cost to play Reckless Abandon, sacrifice a creature.
Reckless Abandon deals 4 damage to target creature or player.

Reckless Assault
{2}{B}{R}
Enchantment
{1}, Pay 2 life: Reckless Assault deals 1 damage to target creature or player.

Reckless Charge
{R}
Sorcery
Target creature gets +3/+0 and gains haste until end of turn.
Flashback {2}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Reckless Embermage
{3}{R}
Creature -- Wizard
2/2
{1}{R}: Reckless Embermage deals 1 damage to target creature or player and 1 damage to itself.

Reckless Ogre
{3}{R}
Creature -- Ogre
3/2
Whenever Reckless Ogre attacks alone, it gets +3/+0 until end of turn.

Reckless One
{3}{R}
Creature -- Goblin Avatar
/
Haste
Reckless One's power and toughness are each equal to the number of Goblins in play.

Reckless Spite
{1}{B}{B}
Instant
Destroy two target nonblack creatures. You lose 5 life.

Reclaim
{G}
Instant
Put target card from your graveyard on top of your library.

Reclamation
{2}{G}{W}
Enchantment
Black creatures have "This creature can't attack unless you sacrifice a land." #(This cost is paid as attackers are declared.)#

Reclusive Wight
{3}{B}
Creature -- Minion
4/4
At the beginning of your upkeep, if you control another nonland permanent, sacrifice Reclusive Wight.

Recoil
{1}{U}{B}
Instant
Return target permanent to its owner's hand. Then that player discards a card from his or her hand.

Reconnaissance
{W}
Enchantment
{0}: Remove target attacking creature you control from combat and untap it. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

Reconstruction
{U}
Sorcery
Return target artifact card from your graveyard to your hand.

Recoup
{1}{R}
Sorcery
Target sorcery card in your graveyard gains flashback until end of turn. If you play that card this turn, its flashback cost becomes equal to its mana cost as you play it. #(Mana cost includes color.)#
Flashback {3}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Recover
{2}{B}
Sorcery
Return target creature card from your graveyard to your hand.
Draw a card.

Recuperate
{3}{W}
Instant
Choose one -- You gain 6 life; or prevent the next 6 damage that would be dealt to target creature this turn.

Recurring Nightmare
{2}{B}
Enchantment
Sacrifice a creature, Return Recurring Nightmare to its owner's hand: Return target creature card from your graveyard to play. Play this ability only any time you could play a sorcery.

Recycle
{4}{G}{G}
Enchantment
Skip your draw step.
Whenever you play a card, draw a card.
Your maximum hand size is two.

Red Elemental Blast
{R}
Instant
Choose one -- Counter target blue spell; or destroy target blue permanent.

Red Mana Battery
{4}
Artifact
{2}, {T}: Put a charge counter on Red Mana Battery.
{T}, Remove any number of charge counters from Red Mana Battery: Add {R} to your mana pool, then add an additional {R} to your mana pool for each charge counter removed this way.

Red Scarab
{W}
Enchant Creature
Enchanted creature can't be blocked by red creatures.
Enchanted creature gets +2/+2 as long as an opponent controls a red permanent.

Red Ward
{W}
Enchant Creature
Enchanted creature has protection from red. This effect doesn't remove Red Ward.

Redeem
{1}{W}
Instant
The next time damage would be dealt to one or two target creatures this turn, prevent that damage.

Redwood Treefolk
{4}{G}
Creature -- Treefolk
3/6

Reef Pirates
{1}{U}{U}
Creature -- Ship
2/2
Whenever Reef Pirates deals damage to an opponent, that player puts the top card from his or her library into his or her graveyard.

Reef Shaman
{U}

Creature -- Merfolk
0/2
{T}: Target land's type becomes the basic land type of your choice until end of turn.

Reflect Damage
{3}{R}{W}
Instant
The next time a source of your choice would deal damage this turn, that damage is dealt to that source's controller instead.

Reflecting Mirror
{4}
Artifact
{X}, {T}: Change the target of target spell with a single target if that target is you. The new target must be a player. X is twice the converted mana cost of that spell.

Reflecting Pool
Land
{T}: Add to your mana pool one mana of any type that a land you control could produce.

Reflexes
{R}
Enchant Creature
Enchanted creature has first strike.

Refresh
{2}{G}
Instant
Regenerate target creature.
Draw a card.

Refreshing Rain
{3}{G}
Instant
If an opponent controls a swamp and you control a forest, you may play Refreshing Rain without paying its mana cost.
Target player gains 6 life.

Regal Unicorn
{2}{W}
Creature -- Unicorn
2/3

Regeneration
{1}{G}
Enchant Creature
{G}: Regenerate enchanted creature.

Regrowth
{1}{G}
Sorcery
Return target card from your graveyard to your hand.

Reign of Chaos
{2}{R}{R}
Sorcery
Choose one -- Destroy target plains and target white creature; or destroy target island and target blue creature.

Reign of Terror
{3}{B}{B}

Sorcery
Destroy all white creatures or all green creatures. They can't be regenerated. You lose 2 life for each creature put into a graveyard this way.

Reincarnation
{1}{G}{G}
Instant
Choose target creature. When that creature is put into a graveyard this turn, return a creature card from that graveyard to play under the control of that creature's owner.

Reinforcements
{W}
Instant
Put up to three target creature cards from your graveyard on top of your library in any order.

Reins of Power
{2}{U}{U}
Instant
Untap all creatures. You and target opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn. #(They may attack and #{T}# this turn.)#

Rejuvenate
{3}{G}
Sorcery
You gain 6 life.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Rejuvenation Chamber
{3}
Artifact
Fading 2 #(This artifact comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
{T}: You gain 2 life.

Relearn
{1}{U}{U}
Sorcery
Return target instant or sorcery card from your graveyard to your hand.

Relentless Assault
{2}{R}{R}
Sorcery
Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

Relic Barrier
{2}
Artifact
{T}: Tap target artifact.

Relic Bind
{2}{U}
Enchant Artifact
Relic Bind can enchant only an artifact an opponent controls.
Whenever enchanted artifact becomes tapped, choose one -- Relic Bind deals 1 damage to target player; or target player gains 1 life.

Relic Ward
{1}{W}
Enchant Artifact

You may play Relic Ward any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted artifact can't be the target of spells or abilities.

Reliquary Monk
{2}{W}
Creature -- Cleric
2/2
When Reliquary Monk is put into a graveyard from play, destroy target artifact or enchantment.

Remedy
{1}{W}
Instant
Prevent the next 5 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.

Remembrance
{3}{W}
Enchantment
Whenever a nontoken creature you control is put into a graveyard from play, you may search your library for a creature card with the same name as that card. If you do, reveal the card and put it into your hand. Then shuffle your library.

Reminisce
{2}{U}
Sorcery
Target player shuffles his or her graveyard into his or her library.

Remote Farm
Land
Remote Farm comes into play tapped with two depletion counters on it.
{T}, Remove a depletion counter from Remote Farm: Add two white mana to your mana pool. If there are no depletion counters on Remote Farm, sacrifice it.

Remote Isle
Land
Remote Isle comes into play tapped.
{T}: Add {U} to your mana pool.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Remove Enchantments
{W}
Instant
Return all enchantments you own and control to your hand. Destroy all other enchantments enchanting permanents you control and/or enchanting attacking creatures.

Remove Soul
{1}{U}
Instant
Counter target creature spell.

Renegade Warlord
{4}{R}
Creature -- Soldier
3/3
First strike
Whenever Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn.

Renewal
{2}{G}
Sorcery

As an additional cost to play Renewal, sacrifice a land.
Search your library for a basic land card and put that card into play. Then shuffle your library.
Draw a card at the beginning of the next turn's upkeep.

Renewed Faith
{2}{W}
Instant
You gain 6 life.
Cycling {1}{W} ({1}{W}, Discard this card from your hand: Draw a card.)
When you cycle Renewed Faith, you may gain 2 life.

Renounce
{1}{W}
Instant
Sacrifice any number of permanents. You gain 2 life for each one sacrificed this way.

Reparations
{1}{W}{U}
Enchantment
Whenever an opponent plays a spell that targets you or a creature you control, you may draw a card.

Repel
{3}{U}
Instant
Put target creature on top of its owner's library.

Repentance
{2}{W}
Sorcery
Target creature deals damage to itself equal to its power.

Repentant Blacksmith
{1}{W}
Creature -- Smith
1/2
Protection from red

Repentant Vampire
{3}{B}{B}
Creature -- Vampire
3/3
Flying
Whenever a creature dealt damage by Repentant Vampire this turn is put into a graveyard, put a +1/+1 counter on Repentant Vampire.
Threshold -- Repentant Vampire is white and has "{T}: Destroy target black creature."

Repercussion
{1}{R}{R}
Enchantment
Whenever a creature is dealt damage, Repercussion deals that much damage to that creature's controller.

Replenish
{3}{W}
Sorcery
Return all enchantment cards from your graveyard to play. #(Local enchantments with no permanent to enchant remain in your graveyard.)#

Repopulate
{1}{G}

Instant
Shuffle all creature cards from target player's graveyard into that player's library.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Reprisal
{1}{W}
Instant
Destroy target creature with power 4 or greater. It can't be regenerated.

Reprocess
{2}{B}{B}
Sorcery
Sacrifice any number of artifacts, creatures, and/or lands. Draw a card for each permanent sacrificed this way.

Repulse
{2}{U}
Instant
Return target creature to its owner's hand.
Draw a card.

Rescind
{1}{U}{U}
Instant
Return target permanent to its owner's hand.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Rescue
{U}
Instant
Return target permanent you control to its owner's hand.

Reset
{U}{U}
Instant
Play Reset only during an opponent's turn after his or her upkeep step.
Untap all lands you control.

Resilient Wanderer
{2}{W}{W}
Creature -- Nomad
2/3
First strike
Discard a card from your hand: Resilient Wanderer gains protection from the color of your choice until end of turn.

Resistance Fighter
{W}
Creature -- Soldier
1/1
Sacrifice Resistance Fighter: Prevent all combat damage target creature would deal this turn.

Respite
{1}{G}
Instant
Prevent all combat damage that would be dealt this turn. You gain 1 life for each attacking creature.

Restless Dead
{1}{B}
Creature -- Skeleton
1/1

{B}: Regenerate Restless Dead.

Restless Dreams
{B}
Sorcery
As an additional cost to play Restless Dreams, discard X cards from your hand.
Return X target creature cards from your graveyard to your hand.

Restock
{3}{G}{G}
Sorcery
Return two target cards from your graveyard to your hand. Remove Restock from the game.

Restrain
{2}{W}
Instant
Prevent all combat damage that would be dealt by target attacking creature this turn.
Draw a card.

Resurrection
{2}{W}{W}
Sorcery
Return target creature card from your graveyard to play.

Resuscitate
{1}{G}
Instant
Until end of turn, creatures you control gain "{1}: Regenerate this creature."

Retaliation
{2}{G}
Enchantment
Creatures you control have "Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it."

Rethink
{2}{U}
Instant
Counter target spell unless its controller pays {X}, where X is its converted mana cost.

Retraced Image
{U}
Sorcery
Reveal a card in your hand, then put that card into play if it has the same name as a permanent in play.

Retribution
{2}{R}{R}
Sorcery
Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Retribution of the Meek
{2}{W}
Sorcery
Destroy all creatures with power 4 or greater. They can't be regenerated.

Retromancer
{2}{R}{R}
Creature -- Viashino
3/3

Whenever Retromancer becomes the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller.

Reveille Squad
{2}{W}{W}
Creature -- Rebel
3/3
Whenever one or more creatures attack you, if Reveille Squad is untapped, you may untap all creatures you control.

Reveka, Wizard Savant
{2}{U}{U}
Creature -- Legend
0/1
{T}: Reveka, Wizard Savant deals 2 damage to target creature or player and doesn't untap during your next untap step.

Revelation
{G}
Enchant World
All players play with their hands revealed.

Revenant
{4}{B}
Creature -- Spirit
/
Flying
Revenant's power and toughness are each equal to the number of creature cards in your graveyard.

Reverberation
{2}{U}{U}
Instant
All damage that would be dealt this turn by target sorcery spell is dealt to that spell's controller instead.

Revered Elder
{2}{W}
Creature -- Cleric
1/2
{1}: Prevent the next 1 damage that would be dealt to Revered Elder this turn.

Revered Unicorn
{1}{W}
Creature -- Unicorn
2/3
Cumulative upkeep {1}
When Revered Unicorn leaves play, its controller gains life equal to Revered Unicorn's last paid cumulative upkeep.

Reverent Mantra
{3}{W}
Instant
You may remove a white card in your hand from the game rather than pay Reverent Mantra's mana cost.
All creatures gain protection from the color of your choice until end of turn.

Reverent Silence
{3}{G}
Sorcery
If you control a forest, you may have each other player gain 6 life rather than pay Reverent Silence's mana cost.
Destroy all enchantments.

Reverse Damage
{1}{W}{W}
Instant
The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.

Reverse Polarity
{W}{W}
Instant
You gain X life, where X is twice the damage dealt to you so far this turn by artifacts.

Revive
{1}{G}
Sorcery
Return target green card from your graveyard to your hand.

Reviving Dose
{2}{W}
Instant
You gain 3 life.
Draw a card.

Reviving Vapors
{2}{W}{U}
Instant
Reveal the top three cards of your library and put one of them into your hand. You gain life equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard.

Reward the Faithful
{W}
Instant
Any number of target players each gains life equal to the highest converted mana cost among permanents you control.

Rewards of Diversity
{2}{W}
Enchantment
Whenever an opponent plays a multicolored spell, you gain 4 life.

Rewind
{2}{U}{U}
Instant
Counter target spell. Untap up to four lands.

Reya Dawnbringer
{6}{W}{W}{W}
Creature -- Angel Legend
4/6
Flying
At the beginning of your upkeep, you may return target creature card from your graveyard to play.

Rhox
{4}{G}{G}
Creature -- Beast
5/5
You may have Rhox deal its combat damage to defending player as though it weren't blocked.
{2}{G}: Regenerate Rhox.

Rhystic Cave
Land

{T}: Choose a color. Add one mana of that color to your mana pool unless any player pays {1}. You can't play this ability as another spell or ability is being played.

Rhystic Circle
{2}{W}{W}
Enchantment
{1}: Any player may pay {1}. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage.

Rhystic Deluge
{2}{U}
Enchantment
{U}: Tap target creature unless its controller pays {1}.

Rhystic Lightning
{2}{R}
Instant
Rhystic Lightning deals 4 damage to target creature or player unless that creature's controller or that player pays {2}. If he or she does, Rhystic Lightning deals 2 damage to the creature or player.

Rhystic Scrying
{2}{U}{U}
Sorcery
Draw three cards. Then, if any player pays {2}, discard three cards from your hand.

Rhystic Shield
{1}{W}
Instant
Creatures you control get +0/+1 until end of turn. They get an additional +0/+2 until end of turn unless any player pays {2}.

Rhystic Study
{2}{U}
Enchantment
Whenever an opponent plays a spell, you may draw a card unless that player pays {1}.

Rhystic Syphon
{3}{B}{B}
Sorcery
Unless target player pays {3}, he or she loses 5 life and you gain 5 life.

Rhystic Tutor
{2}{B}
Sorcery
Unless any player pays {2}, search your library for a card, put that card into your hand, then shuffle your library.

Rib Cage Spider
{2}{G}
Creature -- Spider
1/4
Rib Cage Spider may block as though it had flying.

Ribbon Snake
{1}{U}{U}
Creature -- Snake
2/3
Flying
{2}: Ribbon Snake loses flying until end of turn. Any player may play this ability.

Ridgeline Rager
{2}{R}
Creature -- Beast
1/2
{R}: Ridgeline Rager gets +1/+0 until end of turn.

Ridgetop Raptor
{3}{R}
Creature -- Beast
2/1
Double strike (This creature deals both first-strike and regular combat damage.)

Riftstone Portal
Land
{T}: Add one colorless mana to your mana pool.
As long as Riftstone Portal is in your graveyard, lands you control have "{T}: Add {G} or {W} to your mana pool."

Righteous Aura
{1}{W}
Enchantment
{W}, Pay 2 life: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Righteous Avengers
{4}{W}
Creature -- Avenger
3/1
Plainswalk #(This creature is unblockable as long as defending player controls a plains.)#

Righteous Cause
{3}{W}{W}
Enchantment
Whenever a creature attacks, you gain 1 life.

Righteous Indignation
{2}{W}
Enchantment
Whenever a creature blocks a black or red creature, the blocking creature gets +1/+1 until end of turn.

Righteous War
{1}{W}{B}
Enchantment
White creatures you control have protection from black.
Black creatures you control have protection from white.

Righteousness
{W}
Instant
Target blocking creature gets +7/+7 until end of turn.

Rime Dryad
{G}
Creature -- Dryad
1/2
Snow-covered forestwalk #(This creature is unblockable as long as defending player controls a snow-covered forest.)#

Ring of Gix
{3}
Artifact

Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
{1}, {T}: Tap target artifact, creature, or land.

Ring of Immortals
{5}
Artifact
{3}, {T}: Counter target instant or enchantment spell that targets a permanent you control.

Ring of Ma'ruf
{5}
Artifact
{5}, {T}, Remove Ring of Ma'ruf from the game: The next time you would draw a card this turn, instead choose a card you own from outside the game and put it into your hand.

Ring of Renewal
{5}
Artifact
{5}, {T}, Discard a card at random from your hand: Draw two cards.

Riptide
{U}
Instant
Tap all blue creatures.

Riptide Biologist
{1}{U}
Creature -- Wizard
1/2
Protection from Beasts
Morph {2}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Riptide Chronologist
{3}{U}{U}
Creature -- Wizard
1/3
{U}, Sacrifice Riptide Chronologist: Untap all creatures of the type of your choice.

Riptide Crab
{1}{W}{U}
Creature -- Crab
1/3
Attacking doesn't cause Riptide Crab to tap.
When Riptide Crab is put into a graveyard from play, draw a card.

Riptide Director
{2}{U}{U}
Creature -- Wizard
2/3
{2}{U}{U}, {T}: Draw a card for each Wizard you control.

Riptide Entrancer
{1}{U}{U}
Creature -- Wizard
1/1
Whenever Riptide Entrancer deals combat damage to a player, you may sacrifice it. If you do, gain control of target creature that player controls. (This effect doesn't end at end of turn.)
Morph {U}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Riptide Laboratory
Land
{T}: Add {1} to your mana pool.
{1}{U}, {T}: Return target Wizard you control to its owner's hand.

Riptide Mangler
{1}{U}
Creature -- Beast
0/3
{1}{U}: Change Riptide Mangler's power to target creature's power. (It doesn't change back at end of turn.)

Riptide Replicator
{X}{4}
Artifact
As Riptide Replicator comes into play, choose a color and a creature type.
Riptide Replicator comes into play with X charge counters on it.
{4}, {T}: Put an X/X creature token of the chosen color and type into play, where X is the number of charge counters on Riptide Replicator.

Riptide Shapeshifter
{3}{U}{U}
Creature -- Shapeshifter
3/3
{2}{U}{U}, Sacrifice Riptide Shapeshifter: Choose a creature type. Reveal cards from the top of your library until you reveal a creature card of that type. Put that card into play and shuffle the rest into your library.

Riptide Survivor
{2}{U}
Creature -- Wizard
2/1
Morph {1}{U}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Riptide Survivor is turned face up, discard two cards from your hand, then draw three cards.

Rishadan Airship
{2}{U}
Creature -- Pirate
3/1
Flying
Rishadan Airship may block only creatures with flying.

Rishadan Brigand
{4}{U}
Creature -- Pirate
3/2
Flying
When Rishadan Brigand comes into play, each opponent sacrifices a permanent unless he or she pays {3}.
Rishadan Brigand may block only creatures with flying.

Rishadan Cutpurse
{2}{U}
Creature -- Pirate
1/1
When Rishadan Cutpurse comes into play, each opponent sacrifices a permanent unless he or she pays {1}.

Rishadan Footpad
{3}{U}
Creature -- Pirate

2/2
When Rishadan Footpad comes into play, each opponent sacrifices a permanent unless he or she pays {2}.

Rishadan Pawnshop
{2}
Artifact
{2}, {T}: Shuffle target card in play you control into its owner's library.

Rishadan Port
Land
{T}: Add one colorless mana to your mana pool.
{1}, {T}: Tap target land.

Rising Waters
{3}{U}
Enchantment
Lands don't untap during their controllers' untap steps.
At the beginning of each player's upkeep, that player untaps a land he or she controls.

Risky Move
{3}{R}{R}{R}
Enchantment
At the beginning of each player's upkeep, that player gains control of Risky Move.
When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Rites of Initiation
{R}
Instant
Discard any number of cards at random from your hand. Creatures you control get +1/+0 until end of turn for each card discarded this way.

Rites of Refusal
{1}{U}
Instant
Discard any number of cards from your hand. Counter target spell unless its controller pays {3} for each card discarded this way.

Rites of Spring
{1}{G}
Sorcery
Discard any number of cards from your hand. Search your library for that many basic land cards, reveal those cards, and put them into your hand. Then shuffle your library.

Rith, the Awakener
{3}{R}{G}{W}
Creature -- Dragon Legend
6/6
Flying
Whenever Rith, the Awakener deals combat damage to a player, you may pay {2}{G}. If you do, choose a color. Put a 1/1 green Saproling creature token into play for each permanent of that color.

Rith's Attendant
{5}
Artifact Creature -- Golem
3/3
{1}, Sacrifice Rith's Attendant: Add {R}{G}{W} to your mana pool.

Rith's Charm
{R}{G}{W}
Instant
Choose one -- Destroy target nonbasic land; or put three 1/1 green Saproling creature tokens into play; or prevent all damage a source of your choice would deal this turn.

Rith's Grove
Land
Rith's Grove is a Lair in addition to its land type.
When Rith's Grove comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {R}, {G}, or {W} to your mana pool.

Ritual of Steel
{2}{W}
Enchant Creature
When Ritual of Steel comes into play, draw a card at the beginning of the next turn's upkeep.
Enchanted creature gets +0/+2.

Ritual of Subdual
{4}{G}{G}
Enchantment
Cumulative upkeep {2}
If tapped for mana, lands produce colorless mana instead of their normal type.

Ritual of the Machine
{2}{B}{B}
Sorcery
As an additional cost to play Ritual of the Machine, sacrifice a creature.
Gain control of target nonblack, nonartifact creature.

Rivalry
{2}{R}
Enchantment
At the beginning of each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to him or her.

Riven Turnbull
{5}{U}{B}
Creature -- Legend
5/7
{T}: Add {B} to your mana pool.

River Boa
{1}{G}
Creature -- Snake
2/1
Islandwalk #(This creature is unblockable as long as defending player controls an island.)#
{G}: Regenerate River Boa.

River Delta
Land
{T}: Add {U} or {B} to your mana pool. River Delta doesn't untap during its controller's next untap step.

River Merfolk
{U}{U}
Creature -- Merfolk
2/1
{U}: River Merfolk gains mountainwalk until end of turn. #(It's unblockable as long as defending player controls a mountain.)#

Roar of the Wurm
{6}{G}
Sorcery
Put a 6/6 green Wurm creature token into play.
Flashback {3}{G} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Robber Fly
{2}{R}
Creature -- Insect
1/1
Flying
Whenever Robber Fly becomes blocked, defending player discards his or her hand, then draws that many cards.

Robe of Mirrors
{U}
Enchant Creature
Enchanted creature can't be the target of spells or abilities.

Roc Hatchling
{R}
Creature -- Bird
0/1
Roc Hatchling comes into play with four shell counters on it.
At the beginning of your upkeep, remove a shell counter from Roc Hatchling.
Roc Hatchling gets +3/+2 and has flying as long as it has no shell counters on it.

Roc of Kher Ridges
{3}{R}
Creature -- Roc
3/3
Flying

Rock Badger
{4}{R}
Creature -- Beast
3/3
Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#

Rock Basilisk
{4}{R}{G}
Creature -- Basilisk
4/5
Whenever Rock Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Rock Hydra
{X}{R}{R}
Creature -- Hydra
0/0
Rock Hydra comes into play with X +1/+1 counters on it.
For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.
{R}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.
{R}{R}{R}: Put a +1/+1 counter on Rock Hydra. Play this ability only during your upkeep.

Rock Jockey
{2}{R}
Creature -- Goblin

3/3
You can't play Rock Jockey if you played a land this turn.
You can't play lands if you played Rock Jockey this turn.

Rock Slide
{X}{R}
Instant
Rock Slide deals X damage divided as you choose among any number of target attacking or blocking creatures without flying.

Rocket Launcher
{4}
Artifact
{2}: Rocket Launcher deals 1 damage to target creature or player. Sacrifice Rocket Launcher at end of turn. Play this ability only if you've controlled Rocket Launcher continuously since the most recent beginning of your turn.

Rockshard Elemental
{5}{R}{R}
Creature -- Elemental
4/3
Double strike (This creature deals both first-strike and regular combat damage.)
Morph {4}{R}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Rocky Tar Pit
Land
Rocky Tar Pit comes into play tapped.
{T}, Sacrifice Rocky Tar Pit: Search your library for a swamp or mountain card and put it into play. Then shuffle your library.

Rod of Ruin
{4}
Artifact
{3}, {T}: Rod of Ruin deals 1 damage to target creature or player.

Rofellos, Llanowar Emissary
{G}{G}
Creature -- Elf Legend
2/1
{T}: Add one green mana to your mana pool for each forest you control.

Rofellos's Gift
{G}
Sorcery
Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each card revealed this way.

Rogue Elephant
{G}
Creature -- Elephant
3/3
When Rogue Elephant comes into play, sacrifice it unless you sacrifice a forest.

Rogue Kavu
{1}{R}
Creature -- Kavu
1/1
Whenever Rogue Kavu attacks alone, it gets +2/+0 until end of turn.

Rogue Skycaptain
{2}{R}
Creature -- Mercenary
3/4

Flying
At the beginning of your upkeep, put a wage counter on Rogue Skycaptain, then you may pay {2} for each wage counter on it. If you don't pay, remove all wage counters from Rogue Skycaptain and an opponent gains control of it.

Rohgahh of Kher Keep
{2}{B}{B}{R}{R}
Creature -- Legend
5/5
At the beginning of your upkeep, unless you pay {R}{R}{R}, an opponent gains control of Rohgahh of Kher Keep and all creatures you control named Kobolds of Kher Keep. If a player gains control of a creature this way, tap it. #(This effect doesn't end at end of turn.)#
Creatures you control named Kobolds of Kher Keep get +2/+2.

Rolling Stones
{1}{W}
Enchantment
Walls may attack as though they weren't Walls.

Rolling Thunder
{X}{R}{R}
Sorcery
Rolling Thunder deals X damage divided as you choose among any number of target creatures and/or players.

Root Cage
{1}{G}
Enchantment
Mercenaries don't untap during their controllers' untap steps.

Root Elemental
{4}{G}{G}
Creature -- Elemental
6/5
Morph {5}{G}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Root Elemental is turned face up, you may put a creature card from your hand into play.

Root Greevil
{3}{G}
Creature -- Beast
2/3
{2}{G}, {T}, Sacrifice Root Greevil: Destroy all enchantments of the color of your choice.

Root Maze
{G}
Enchantment
Artifacts and lands come into play tapped.

Root Sliver
{3}{G}
Creature -- Sliver
2/2
Root Sliver can't be countered.
Sliver spells can't be countered.

Root Spider
{3}{G}
Creature -- Spider
2/2
Whenever Root Spider blocks, it gets +1/+0 and gains first strike until end of

turn.

Rootbreaker Wurm
{5}{G}{G}
Creature -- Wurm
6/6
Trample

Rooting Kavu
{2}{G}{G}
Creature -- Kavu
4/3
When Rooting Kavu is put into a graveyard from play, you may remove Rooting Kavu from the game. If you do, shuffle all creature cards from your graveyard into your library.

Roots
{3}{G}
Enchant Creature
Roots can enchant only a creature without flying.
When Roots comes into play, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

Roots of Life
{1}{G}{G}
Enchantment
As Roots of Life comes into play, choose islands or swamps.
Whenever a land of the chosen type an opponent controls becomes tapped, you gain 1 life.

Rootwalla
{2}{G}
Creature -- Lizard
2/2
{1}{G}: Rootwalla gets +2/+2 until end of turn. Play this ability only once each turn.

Rootwater Alligator
{3}{G}
Creature -- Alligator
3/2
Sacrifice a forest: Regenerate Rootwater Alligator.

Rootwater Commando
{2}{U}
Creature -- Merfolk
2/2
Islandwalk #(This creature is unblockable as long as defending player controls an island.)#

Rootwater Depths
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {U} or {B} to your mana pool. Rootwater Depths doesn't untap during its controller's next untap step.

Rootwater Diver
{U}
Creature -- Merfolk
1/1
{T}, Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand.

Rootwater Hunter

{2}{U}
Creature -- Merfolk
1/1
{T}: Rootwater Hunter deals 1 damage to target creature or player.

Rootwater Matriarch
{2}{U}{U}
Creature -- Merfolk
2/3
{T}: Gain control of target creature as long as it's enchanted.

Rootwater Mystic
{U}
Creature -- Merfolk
1/1
{1}{U}: Look at the top card of target player's library.

Rootwater Shaman
{2}{U}
Creature -- Merfolk
2/2
You may play enchant creature cards any time you could play an instant.

Rootwater Thief
{1}{U}
Creature -- Merfolk
1/2
{U}: Rootwater Thief gains flying until end of turn.
Whenever Rootwater Thief deals combat damage to a player, you may pay {2}. If you do, search that player's library for a card and remove that card from the game, then the player shuffles his or her library.

Rorix Bladewing
{3}{R}{R}{R}
Creature -- Dragon Legend
6/5
Flying, haste

Roterothopter
{1}
Artifact Creature
0/2
Flying
{2}: Roterothopter gets +1/+0 until end of turn. Play this ability no more than twice each turn.

Rotlung Reanimator
{2}{B}
Creature -- Zombie Cleric
2/2
Whenever Rotlung Reanimator or another Cleric is put into a graveyard from play, put a 2/2 black Zombie creature token into play.

Rotting Giant
{1}{B}
Creature -- Zombie Giant
3/3
Whenever Rotting Giant attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game.

Rouse
{1}{B}
Instant
If you control a swamp, you may pay 2 life rather than pay Rouse's mana cost.

Target creature gets +2/+0 until end of turn.

Rout
{3}{W}{W}
Sorcery
You may play Rout any time you could play an instant if you pay {2} more to play it.
Destroy all creatures. They can't be regenerated.

Rowen
{2}{G}{G}
Enchantment
Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.

Royal Assassin
{1}{B}{B}
Creature -- Assassin
1/1
{T}: Destroy target tapped creature.

Royal Decree
{2}{W}{W}
Enchantment
Cumulative upkeep {W}
Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, Royal Decree deals 1 damage to that permanent's controller.

Royal Herbalist
{W}
Creature -- Cleric
1/1
{2}, Remove the top card of your library from the game: You gain 1 life.

Rubinia Soulsinger
{2}{G}{W}{U}
Creature -- Legend
2/3
You may choose not to untap Rubinia Soulsinger during your untap step.
{T}: Gain control of target creature as long as you control Rubinia and Rubinia remains tapped.

Ruby Leech
{1}{R}
Creature -- Leech
2/2
First strike
Red spells you play cost {R} more to play.

Ruby Medallion
{2}
Artifact
Red spells you play cost {1} less to play.

Ruham Djinn
{5}{W}
Creature -- Djinn
5/5
First strike
Ruham Djinn gets -2/-2 as long as white is the most common color among all permanents or is tied for most common.

Ruination
{3}{R}

Sorcery
Destroy all nonbasic lands.

Ruins of Trokair
Land
Ruins of Trokair comes into play tapped.
{T}: Add {W} to your mana pool.
{T}, Sacrifice Ruins of Trokair: Add {W}{W} to your mana pool.

Rukh Egg
{3}{R}
Creature -- Egg
0/3
When Rukh Egg is put into a graveyard from play, put a 4/4 red Rukh creature token with flying into play at end of turn.

Rumbling Crescendo
{3}{R}{R}
Enchantment
At the beginning of your upkeep, you may put a verse counter on Rumbling Crescendo.
{R}, Sacrifice Rumbling Crescendo: Destroy up to X target lands, where X is the number of verse counters on Rumbling Crescendo.

Rummaging Wizard
{3}{U}
Creature -- Wizard
2/2
{2}{U}: Look at the top card of your library. You may put that card into your graveyard.

Run Wild
{G}
Instant
Until end of turn, target creature gains trample and {G}: Regenerate this creature.

Rune of Protection: Artifacts
{1}{W}
Enchantment
{W}: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Rune of Protection: Black
{1}{W}
Enchantment
{W}: The next time a black source of your choice would deal damage to you this turn, prevent that damage.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Rune of Protection: Blue
{1}{W}
Enchantment
{W}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Rune of Protection: Green
{1}{W}
Enchantment
{W}: The next time a green source of your choice would deal damage to you this turn, prevent that damage.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Rune of Protection: Lands
{1}{W}
Enchantment
{W}: The next time a land source of your choice would deal damage to you this turn, prevent that damage.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Rune of Protection: Red
{1}{W}
Enchantment
{W}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Rune of Protection: White
{1}{W}
Enchantment
{W}: The next time a white source of your choice would deal damage to you this turn, prevent that damage.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Runed Arch
{3}
Artifact
Runed Arch comes into play tapped.
{X}, {T}, Sacrifice Runed Arch: X target creatures with power 2 or less are unblockable this turn.

Runesword
{6}
Artifact
{3}, {T}: Target attacking creature gets +2/+0 until end of turn. When that creature leaves play this turn, sacrifice Runesword. If the creature deals damage to a creature this turn, the creature dealt damage can't be regenerated this turn. If a creature dealt damage by the targeted creature would be put into a graveyard this turn, remove that creature from the game instead.

Rupture
{2}{R}
Sorcery
Sacrifice a creature. Rupture deals damage equal to that creature's power to each creature without flying and each player.

Rush of Knowledge
{4}{U}
Sorcery
Draw cards equal to the highest converted mana cost among permanents you control.

Rushing River
{2}{U}
Instant
Kicker--Sacrifice a land. #(You may sacrifice a land in addition to any other costs as you play this spell.)#
Return target nonland permanent to its owner's hand. If you paid the kicker cost, return another target nonland permanent to its owner's hand.

Rushwood Dryad
{1}{G}
Creature -- Dryad
2/1
Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#

Rushwood Elemental
{G}{G}{G}{G}{G}
Creature -- Elemental
4/4
Trample
At the beginning of your upkeep, you may put a +1/+1 counter on Rushwood Elemental.

Rushwood Grove
Land
Rushwood Grove comes into play tapped.
{T}: Put a storage counter on Rushwood Grove.
{T}, Remove any number of storage counters from Rushwood Grove: Add one green mana to your mana pool for each storage counter removed this way.

Rushwood Herbalist
{2}{G}
Creature -- Spellshaper
2/2
{G}, {T}, Discard a card from your hand: Regenerate target creature.

Rushwood Legate
{2}{G}
Creature -- Dryad
2/1
If an opponent controls an island and you control a forest, you may play Rushwood Legate without paying its mana cost.

Rust
{G}
Instant
Counter target activated ability of an artifact.

Rusting Golem
{4}
Artifact Creature -- Golem
/
Fading 5 #(This creature comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
Rusting Golem's power and toughness are each equal to the number of fade counters on it.

Rysorian Badger
{2}{G}
Creature -- Badger
2/2
Whenever Rysorian Badger attacks and isn't blocked, you may remove up to two target creature cards in defending player's graveyard from the game. If you do, you gain 1 life for each card removed this way and Rysorian Badger deals no combat damage this turn.

Saber Ants
{3}{G}
Creature -- Insect
2/3
Whenever Saber Ants is dealt damage, you may put that many 1/1 green Insect creature tokens into play.

Sabertooth Cobra
{2}{G}
Creature -- Cobra
2/2

Whenever Sabertooth Cobra deals damage to a player, he or she gets a poison counter. That player gets another poison counter at the beginning of his or her next upkeep unless he or she pays {2} before that turn to prevent this effect. #(A player with ten or more poison counters loses the game.)#

Sabertooth Nishoba
{4}{G}{W}
Creature -- Beast
5/5
Trample, protection from blue, protection from red

Sabertooth Wyvern
{4}{R}
Creature -- Drake
3/2
Flying, first strike

Sabretooth Tiger
{2}{R}
Creature -- Cat
2/1
First strike

Sacred Boon
{1}{W}
Instant
Prevent the next 3 damage that would be dealt to target creature this turn. At end of turn, put a +0/+1 counter on that creature for each 1 damage prevented this way.

Sacred Ground
{1}{W}
Enchantment
Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from play, return that land to play.

Sacred Guide
{W}
Creature -- Cleric
1/1
{1}{W}, Sacrifice Sacred Guide: Reveal cards from the top of your library until you reveal a white card. Put that card into your hand and remove all other revealed cards from the game.

Sacred Mesa
{2}{W}
Enchantment
At the beginning of your upkeep, sacrifice Sacred Mesa unless you sacrifice a Pegasus.
{1}{W}: Put a 1/1 white Pegasus creature token with flying into play.

Sacred Nectar
{1}{W}
Sorcery
You gain 4 life.

Sacred Prey
{G}
Creature -- Beast
1/1
When Sacred Prey becomes blocked, you gain 1 life.

Sacred Rites
{W}

Instant
Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.

Sacrifice
{B}
Instant
As an additional cost to play Sacrifice, sacrifice a creature.
Add to your mana pool an amount of black mana equal to the sacrificed creature's converted mana cost.

Sadistic Glee
{B}
Enchant Creature
Whenever a creature is put into a graveyard from play, put a +1/+1 counter on enchanted creature.

Sadistic Hypnotist
{3}{B}{B}
Creature -- Minion
2/2
Sacrifice a creature: Target player discards two cards from his or her hand. Play this ability only any time you could play a sorcery.

Safe Haven
Land
{2}, {T}: Remove target creature you control from the game.
At the beginning of your upkeep, you may sacrifice Safe Haven. If you do, each player puts into play all cards he or she owns removed from the game with Safe Haven.

Safeguard
{3}{W}{W}
Enchantment
{2}{W}: Prevent all combat damage that would be dealt by target creature this turn.

Sage Aven
{3}{U}
Creature -- Bird Wizard
1/3
Flying
When Sage Aven comes into play, look at the top four cards of your library, then put them back in any order.

Sage of Lat-Nam
{1}{U}
Creature -- Sage
1/2
{T}, Sacrifice an artifact: Draw a card.

Sage Owl
{1}{U}
Creature -- Bird
1/1
Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Sailmonger
{3}{U}
Creature -- Monger
3/3
{2}: Target creature gains flying until end of turn. Any player may play this

ability.

Salt Flats
Land
Salt Flats comes into play tapped.
{T}: Add one colorless mana to your mana pool.
{T}: Add {W} or {B} to your mana pool. Salt Flats deals 1 damage to you.

Salt Marsh
Land
Salt Marsh comes into play tapped.
{T}: Add {U} or {B} to your mana pool.

Samite Alchemist
{3}{W}
Creature -- Alchemist
0/2
{W}{W}, {T}: Prevent the next 4 damage that would be dealt this turn to target creature you control. Tap that creature. It doesn't untap during your next untap step.

Samite Archer
{1}{W}{U}
Creature -- Cleric
1/1
{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.
{T}: Samite Archer deals 1 damage to target creature or player.

Samite Blessing
{W}
Enchant Creature
Enchanted creature has "{T}: The next time a source of your choice would deal damage to target creature this turn, prevent that damage."

Samite Elder
{2}{W}
Creature -- Cleric
1/2
{T}: Creatures you control gain protection from the colors of target permanent you control until end of turn.

Samite Healer
{1}{W}
Creature -- Cleric
1/1
{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Samite Ministration
{1}{W}
Instant
Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.

Samite Pilgrim
{1}{W}
Creature -- Cleric
1/1
{T}: Prevent the next X damage that would be dealt to target creature this turn, where X is the number of basic land types among lands you control.

Samite Sanctuary

{2}{W}
Enchantment
{2}: Prevent the next 1 damage that would be dealt to target creature this turn. Any player may play this ability.

Sanctimony
{1}{W}
Enchantment
Whenever an opponent taps a mountain for mana, you may gain 1 life.

Sanctum Custodian
{2}{W}
Creature -- Cleric
1/2
{T}: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Sanctum Guardian
{1}{W}{W}
Creature -- Soldier
1/4
Sacrifice Sanctum Guardian: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage.

Sand Golem
{5}
Artifact Creature -- Golem
3/3
When a spell or ability an opponent controls causes you to discard Sand Golem from your hand, return Sand Golem from your graveyard to play at end of turn with a +1/+1 counter on it.

Sand Silos
Land
Sand Silos comes into play tapped.
You may choose not to untap Sand Silos during your untap step.
At the beginning of your upkeep, if Sand Silos is tapped, put a storage counter on it.
{T}, Remove any number of storage counters from Sand Silos: Add {U} to your mana pool for each storage counter removed this way.

Sand Squid
{3}{U}
Creature -- Beast
2/2
Islandwalk #(This creature is unblockable as long as defending player controls an island.)#
You may choose not to untap Sand Squid during your untap step.
{T}: Tap target creature. That creature doesn't untap during its controller's untap step as long as Sand Squid remains tapped.

Sandals of Abdallah
{4}
Artifact
{2}, {T}: Target creature gains islandwalk until end of turn. When that creature is put into a graveyard from play this turn, destroy Sandals of Abdallah. #(The creature is unblockable as long as defending player controls an island.)#

Sandbar Crocodile
{4}{U}
Creature -- Crocodile
6/5
Phasing

Sandbar Merfolk
{U}
Creature -- Merfolk
1/1
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Sandbar Serpent
{4}{U}
Creature -- Serpent
3/4
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Sands of Time
{4}
Artifact
Each player skips his or her untap step.
At the beginning of each player's upkeep, that player simultaneously untaps each tapped artifact, creature, and land he or she controls and taps each untapped artifact, creature, and land he or she controls.

Sandskin
{2}{W}
Enchant Creature
Prevent all combat damage that would be dealt to and dealt by enchanted creature.

Sandstone Deadfall
{3}
Artifact
{T}, Sacrifice two lands and Sandstone Deadfall: Destroy target attacking creature.

Sandstone Needle
Land
Sandstone Needle comes into play tapped with two depletion counters on it.
{T}, Remove a depletion counter from Sandstone Needle: Add two red mana to your mana pool. If there are no depletion counters on Sandstone Needle, sacrifice it.

Sandstone Warrior
{2}{R}{R}
Creature -- Soldier
1/3
First strike
{R}: Sandstone Warrior gets +1/+0 until end of turn.

Sandstorm
{G}
Instant
Sandstorm deals 1 damage to each attacking creature.

Sanguine Guard
{1}{B}{B}
Creature -- Knight
2/2
First strike
{1}{B}: Regenerate Sanguine Guard.

Sapphire Charm
{U}
Instant
Choose one -- Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.

Sapphire Leech
{1}{U}
Creature -- Leech
2/2
Flying
Blue spells you play cost {U} more to play.

Sapphire Medallion
{2}
Artifact
Blue spells you play cost {1} less to play.

Saprazzan Bailiff
{3}{U}{U}
Creature -- Merfolk
2/2
When Saprazzan Bailiff comes into play, remove all artifact and enchantment cards in all graveyards from the game.
When Saprazzan Bailiff leaves play, return all artifact and enchantment cards from all graveyards to their owners' hands.

Saprazzan Breaker
{4}{U}
Creature -- Beast
3/3
{U}: Put the top card of your library into your graveyard. If that card is a land card, Saprazzan Breaker is unblockable this turn.

Saprazzan Cove
Land
Saprazzan Cove comes into play tapped.
{T}: Put a storage counter on Saprazzan Cove.
{T}, Remove any number of storage counters from Saprazzan Cove: Add one blue mana to your mana pool for each storage counter removed this way.

Saprazzan Heir
{1}{U}
Creature -- Merfolk
1/1
Whenever Saprazzan Heir becomes blocked, you may draw three cards.

Saprazzan Legate
{3}{U}
Creature -- Soldier
1/3
Flying
If an opponent controls a mountain and you control an island, you may play Saprazzan Legate without paying its mana cost.

Saprazzan Outrigger
{3}{U}
Creature -- Ship
5/5
When Saprazzan Outrigger attacks or blocks, put it on top of its owner's library at end of combat.

Saprazzan Raider
{2}{U}
Creature -- Merfolk
1/2
When Saprazzan Raider becomes blocked, return it to its owner's hand.

Saprazzan Skerry
Land

Saprazzan Skerry comes into play tapped with two depletion counters on it.
{T}, Remove a depletion counter from Saprazzan Skerry: Add two blue mana to your mana pool.
If there are no depletion counters on Saprazzan Skerry, sacrifice it.

Saproling Burst
{4}{G}
Enchantment
Fading 7 #(This enchantment comes into play with seven fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
Remove a fade counter from Saproling Burst: Put a green Saproling creature token into play. It has "This creature's power and toughness are each equal to the number of fade counters on Saproling Burst."
When Saproling Burst leaves play, destroy all tokens put into play with Saproling Burst. They can't be regenerated.

Saproling Cluster
{1}{G}
Enchantment
{1}, Discard a card from your hand: Put a 1/1 green Saproling creature token into play. Any player may play this ability.

Saproling Infestation
{1}{G}
Enchantment
Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play.

Saproling Symbiosis
{3}{G}
Sorcery
You may play Saproling Symbiosis any time you could play an instant if you pay {2} more to play it.
Put a 1/1 green Saproling creature token into play for each creature you control.

Sarcatog
{1}{B}{R}
Creature -- Atog
1/2
Remove two cards in your graveyard from the game: Sarcatog gets +1/+1 until end of turn.
Sacrifice an artifact: Sarcatog gets +1/+1 until end of turn.

Sarcomancy
{B}
Enchantment
When Sarcomancy comes into play, put a 2/2 black Zombie creature token into play.
At the beginning of your upkeep, if there are no Zombies in play, Sarcomancy deals 1 damage to you.

Savaen Elves
{G}
Creature -- Elf
1/1
{G}{G}, {T}: Destroy target enchant land.

Savage Firecat
{3}{R}{R}
Creature -- Cat
0/0
Trample

Savage Firecat comes into play with seven +1/+1 counters on it.
Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat.

Savage Gorilla
{4}{G}
Creature -- Ape
3/3
{U}{B}, {T}, Sacrifice Savage Gorilla: Target creature gets -3/-3 until end of turn. Draw a card.

Savage Offensive
{1}{R}
Sorcery
Kicker {G} #(You may pay an additional #{G}# as you play this spell.)#
Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.

Savage Twister
{X}{R}{G}
Sorcery
Savage Twister deals X damage to each creature.

Savannah
Land
Savannah is a plains and a forest in addition to its land type.

Savannah Lions
{W}
Creature -- Lion
2/1

Sawback Manticore
{3}{R}{G}
Creature -- Manticore
2/4
{4}: Sawback Manticore gains flying until end of turn.
{1}: Sawback Manticore deals 2 damage to target attacking or blocking creature. Play this ability only if Sawback Manticore is attacking or blocking and only once each turn.

Sawtooth Loon
{2}{W}{U}
Creature -- Bird
2/2
Flying
When Sawtooth Loon comes into play, return a white or blue creature you control to its owner's hand.
When Sawtooth Loon comes into play, draw two cards, then put two cards from your hand on the bottom of your library.

Sawtooth Ogre
{2}{R}{R}
Creature -- Ogre
3/3
Whenever Sawtooth Ogre blocks or becomes blocked by a creature, Sawtooth Ogre deals 1 damage to that creature at end of combat.

Scabland
Land
Scabland comes into play tapped.
{T}: Add one colorless mana to your mana pool.
{T}: Add {R} or {W} to your mana pool. Scabland deals 1 damage to you.

Scald

{1}{R}
Enchantment
Whenever a player taps an island for mana, Scald deals 1 damage to that player.

Scalding Salamander
{2}{R}
Creature -- Salamander
2/1
Whenever Scalding Salamander attacks, you may have it deal 1 damage to each creature without flying defending player controls.

Scalding Tongs
{2}
Artifact
At the beginning of your upkeep, if you have three or fewer cards in hand, Scalding Tongs deals 1 damage to target opponent.

Scalebane's Elite
{3}{W}{G}
Creature -- Soldier
4/4
Protection from black

Scaled Wurm
{7}{G}
Creature -- Wurm
7/6

Scalpelexis
{4}{U}
Creature -- Beast
1/5
Flying
Whenever Scalpelexis deals combat damage to a player, that player removes the top four cards of his or her library from the game. If two or more of those cards have the same name, repeat this process.

Scandalmonger
{3}{B}
Creature -- Monger
3/3
{2}: Target player discards a card from his or her hand. Any player may play this ability but only if he or she could play a sorcery.

Scapegoat
{W}
Instant
As an additional cost to play Scapegoat, sacrifice a creature.
Return any number of target creatures you control to their owner's hand.

Scarab of the Unseen
{2}
Artifact
{T}, Sacrifice Scarab of the Unseen: Return all enchantments on target permanent you own to their owners' hands. Draw a card at the beginning of the next turn's upkeep.

Scare Tactics
{B}
Instant
Creatures you control get +1/+0 until end of turn.

Scarecrow
{5}

Artifact Creature
2/2
{6}, {T}: Prevent all damage that would be dealt to you this turn by creatures with flying.

Scarred Puma
{R}
Creature -- Cat
2/1
Scarred Puma can't attack unless a black or green creature also attacks.

Scars of the Veteran
{4}{W}
Instant
You may remove a white card in your hand from the game rather than pay Scars of the Veteran's mana cost.
Prevent the next 7 damage that would be dealt to target creature or player this turn. For each 1 damage to a creature prevented this way, put a +0/+1 counter on that creature at end of turn.

Scarwood Bandits
{2}{G}{G}
Creature -- Bandit
2/2
Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#
{2}{G}, {T}: Unless target artifact's controller pays {2}, gain control of that artifact as long as Scarwood Bandits is in play.

Scarwood Goblins
{G}{R}
Creature -- Goblin
2/2

Scarwood Hag
{1}{G}
Creature -- Hag
1/1
{G}{G}{G}{G}, {T}: Target creature gains forestwalk until end of turn. #(It's unblockable as long as defending player controls a forest.)#
{T}: Target creature loses forestwalk until end of turn.

Scathe Zombies
{2}{B}
Creature -- Zombie
2/2

Scattershot
{2}{R}
Instant
Scattershot deals 1 damage to target creature.
Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Scavenged Weaponry
{2}{B}
Enchant Creature
When Scavenged Weaponry comes into play, draw a card.
Enchanted creature gets +1/+1.

Scavenger Folk
{G}
Creature -- Scavenger
1/1

{G}, {T}, Sacrifice Scavenger Folk: Destroy target artifact.

Scavenging Ghoul
{3}{B}
Creature -- Ghoul
2/2
At end of turn, put a corpse counter on Scavenging Ghoul for each creature put into a graveyard from play that turn.
Remove a corpse counter from Scavenging Ghoul: Regenerate Scavenging Ghoul.

Scent of Brine
{1}{U}
Instant
Reveal any number of blue cards in your hand. Counter target spell unless its controller pays {1} for each card revealed this way.

Scent of Cinder
{1}{R}
Sorcery
Reveal any number of red cards in your hand. Scent of Cinder deals X damage to target creature or player, where X is the number of cards revealed this way.

Scent of Ivy
{G}
Instant
Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.

Scent of Jasmine
{W}
Instant
Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.

Scent of Nightshade
{1}{B}
Instant
Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.

School of Piranha
{1}{U}
Creature -- Fish
3/3
At the beginning of your upkeep, sacrifice School of Piranha unless you pay {1} {U}.

School of the Unseen
Land
{T}: Add one colorless mana to your mana pool.
{2}, {T}: Add one mana of any color to your mana pool.

Scion of Darkness
{5}{B}{B}{B}
Creature -- Avatar
6/6
Trample
Whenever Scion of Darkness deals combat damage to a player, you may put target creature card from that player's graveyard into play under your control.
Cycling {3} ({3}, Discard this card from your hand: Draw a card.)

Scorched Earth
{X}{R}
Sorcery

As an additional cost to play Scorched Earth, discard X land cards from your hand.
Destroy X target lands.

Scorched Ruins
Land
If Scorched Ruins would come into play, sacrifice two untapped lands instead. If you do, put Scorched Ruins into play. If you don't, put it into its owner's graveyard.
{T}: Add four colorless mana to your mana pool.

Scorching Lava
{1}{R}
Instant
Kicker {R} #(You may pay an additional #{R}# as you play this spell.)#
Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.

Scorching Missile
{3}{R}
Sorcery
Scorching Missile deals 4 damage to target player.
Flashback {9}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Scoria Cat
{3}{R}{R}
Creature -- Cat
3/3
Scoria Cat gets +3/+3 as long as you control no untapped lands.

Scoria Wurm
{4}{R}
Creature -- Wurm
7/7
At the beginning of your upkeep, flip a coin. If you lose the flip, return Scoria Wurm to its owner's hand.

Scornful Egotist
{7}{U}
Creature -- Wizard
1/1
Morph {U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Scour
{2}{W}{W}
Instant
Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that enchantment and remove them from the game. That player then shuffles his or her library.

Scouting Trek
{1}{G}
Sorcery
Search your library for any number of basic land cards. Reveal those cards, then shuffle your library and put them on top of it.

Scragnoth
{4}{G}
Creature -- Beast
3/4
Scragnoth can't be countered.

Protection from blue

Scrap
{2}{R}
Instant
Destroy target artifact.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Scrapheap
{3}
Artifact
Whenever an artifact or enchantment is put into your graveyard from play, you gain 1 life.

Screaming Seahawk
{4}{U}
Creature -- Bird
2/2
Flying
When Screaming Seahawk comes into play, you may search your library for a card named Screaming Seahawk, reveal it, and put it into your hand. If you do, shuffle your library.

Screams of the Damned
{3}{B}{B}
Enchantment
{1}{B}, Remove a card in your graveyard from the game: Screams of the Damned deals 1 damage to each creature and each player.

Screeching Buzzard
{3}{B}
Creature -- Bird
2/2
Flying
When Screeching Buzzard is put into a graveyard from play, each opponent discards a card from his or her hand.

Screeching Harpy
{2}{B}{B}
Creature -- Beast
2/2
Flying
{1}{B}: Regenerate Screeching Harpy.

Scrivener
{4}{U}
Creature -- Townsfolk
2/2
When Scrivener comes into play, you may return target instant card from your graveyard to your hand.

Scroll Rack
{2}
Artifact
{1}, {T}: Choose any number of cards in your hand and set those cards aside face down. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside this way on top of your library in any order.

Scrubland
Land
Scrubland is a plains and a swamp in addition to its land type.

Scryb Sprites
{G}

Creature -- Faerie
1/1
Flying

Scrying Glass
{2}
Artifact
{3}, {T}: Choose a number greater than 0 and a color. Target opponent reveals his or her hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card.

Sea Kings' Blessing
{U}
Instant
Any number of target creatures become blue until end of turn.

Sea Monster
{4}{U}{U}
Creature -- Serpent
6/6
Sea Monster can't attack unless defending player controls an island.

Sea Scryer
{1}{U}
Creature -- Merfolk
1/1
{T}: Add one colorless mana to your mana pool.
{1}, {T}: Add {U} to your mana pool.

Sea Serpent
{5}{U}
Creature -- Serpent
5/5
Sea Serpent can't attack unless defending player controls an island.
When you control no islands, sacrifice Sea Serpent.

Sea Snidd
{4}{U}
Creature -- Beast
3/3
{T}: Target land's type becomes the basic land type of your choice until end of turn.

Sea Spirit
{4}{U}
Creature -- Spirit
2/3
{U}: Sea Spirit gets +1/+0 until end of turn.

Sea Sprite
{1}{U}
Creature -- Faerie
1/1
Flying, protection from red

Sea Troll
{2}{U}
Creature -- Troll
2/1
{U}: Regenerate Sea Troll. Play this ability only if Sea Troll blocked or was blocked by a blue creature this turn.

Seafarer's Quay
Land

Blue Legends you control have "bands with other Legends."

Seafloor Debris
Land
Seafloor Debris comes into play tapped.
{T}: Add {U} to your mana pool.
{T}, Sacrifice Seafloor Debris: Add one mana of any color to your mana pool.

Seahunter
{2}{U}{U}
Creature -- Mercenary
2/2
{3}, {T}: Search your library for a Merfolk card and put that card into play. Then shuffle your library.

Seal of Cleansing
{1}{W}
Enchantment
Sacrifice Seal of Cleansing: Destroy target artifact or enchantment.

Seal of Doom
{2}{B}
Enchantment
Sacrifice Seal of Doom: Destroy target nonblack creature. It can't be regenerated.

Seal of Fire
{R}
Enchantment
Sacrifice Seal of Fire: Seal of Fire deals 2 damage to target creature or player.

Seal of Removal
{U}
Enchantment
Sacrifice Seal of Removal: Return target creature to its owner's hand.

Seal of Strength
{G}
Enchantment
Sacrifice Seal of Strength: Target creature gets +3/+3 until end of turn.

Sealed Fate
{X}{U}{B}
Sorcery
Look at the top X cards of target opponent's library. Remove one of those cards from the game and put the rest back on top of that player's library.

Search for Survivors
{2}{R}
Sorcery
Remove your graveyard from the game. An opponent chooses a card at random from among those cards. If it's a creature card, put it into play. Otherwise, it remains removed from the game. Then return the rest of those cards to your graveyard and shuffle them.

Searing Flesh
{6}{R}
Sorcery
Searing Flesh deals 7 damage to target opponent.

Searing Rays
{2}{R}
Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

Searing Spear Askari
{2}{R}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{1}{R}: Searing Spear Askari can't be blocked except by two or more creatures this turn.

Searing Touch
{R}
Instant
Buyback {4} #(If you pay an additional #{4}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Searing Touch deals 1 damage to target creature or player.

Searing Wind
{8}{R}
Instant
Searing Wind deals 10 damage to target creature or player.

Sea's Claim
{U}
Enchant Land
Enchanted land is an island.

Seashell Cameo
{3}
Artifact
{T}: Add {W} or {U} to your mana pool.

Seaside Haven
Land
{T}: Add {1} to your mana pool.
{W}{U}, {T}, Sacrifice a Bird: Draw a card.

Seasinger
{1}{U}{U}
Creature -- Merfolk
0/1
When you control no islands, sacrifice Seasinger.
You may choose not to untap Seasinger during your untap step.
{T}: Gain control of target creature whose controller controls an island as long as you control Seasinger and as long as Seasinger remains tapped.

Season of the Witch
{B}{B}{B}
Enchantment
At the beginning of your upkeep, sacrifice Season of the Witch unless you pay 2 life.
At end of turn, destroy all untapped creatures that didn't attack this turn, except for creatures that couldn't attack.

Seasoned Marshal
{2}{W}{W}
Creature -- Soldier
2/2
Whenever Seasoned Marshal attacks, you may tap target creature.

Seasoned Tactician
{2}{W}

Creature -- Tactician
1/3
{3}, Remove the top four cards of your library from the game: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Secluded Steppe
Land
Secluded Steppe comes into play tapped.
{T}: Add {W} to your mana pool.
Cycling {W} ({W}, Discard this card from your hand: Draw a card.)

Second Chance
{2}{U}
Enchantment
At the beginning of your upkeep, if you have 5 life or less, sacrifice Second Chance. If you do, take another turn after this one.

Second Thoughts
{4}{W}
Instant
Remove target attacking creature from the game.
Draw a card.

Security Detail
{3}{W}
Enchantment
{W}{W}: Put a 1/1 white Soldier creature token into play. Play this ability only if you control no creatures and only once each turn.

Sedge Troll
{2}{R}
Creature -- Troll
2/2
Sedge Troll gets +1/+1 as long as you control a swamp.
{B}: Regenerate Sedge Troll.

Seedborn Muse
{3}{G}{G}
Creature -- Spirit
2/4
Untap all permanents you control during each other player's untap step.

Seedling Charm
{G}
Instant
Choose one -- Return target enchant creature to its owner's hand; or regenerate target green creature; or target creature gains trample until end of turn.

Seeds of Innocence
{1}{G}{G}
Sorcery
Destroy all artifacts. They can't be regenerated. The controller of each artifact destroyed this way gains life equal to its converted mana cost.

Seedtime
{1}{G}
Instant
Play Seedtime only during your turn.
Take an extra turn after this one if an opponent played a blue spell this turn.

Seeker
{2}{W}{W}
Enchant Creature
Enchanted creature can't be blocked except by artifact creatures and/or white

creatures.

Seeker of Skybreak
{1}{G}
Creature -- Elf
2/1
{T}: Untap target creature.

Seer's Vision
{2}{U}{B}
Enchantment
All opponents play with their hands revealed.
Sacrifice Seer's Vision: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Seething Anger
{R}
Sorcery
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Target creature gets +3/+0 until end of turn.

Segmented Wurm
{3}{R}{G}
Creature -- Wurm
5/5
Whenever Segmented Wurm becomes the target of a spell or ability, put a -1/-1 counter on it.

Segovian Leviathan
{4}{U}
Creature -- Serpent
3/3
Islandwalk #(This creature is unblockable as long as defending player controls an island.)#

Seismic Assault
{R}{R}{R}
Enchantment
Discard a land card from your hand: Seismic Assault deals 2 damage to target creature or player.

Seismic Mage
{3}{R}
Creature -- Spellshaper
1/1
{2}{R}, {T}, Discard a card from your hand: Destroy target land.

Seize the Day
{3}{R}
Sorcery
Untap target creature. After this phase, there is an additional combat phase followed by an additional main phase.
Flashback {2}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Seizures
{1}{B}
Enchant Creature
Whenever enchanted creature becomes tapped, Seizures deals 3 damage to enchanted creature's controller unless that player pays {3}.

Selenia, Dark Angel

{3}{W}{B}
Creature -- Angel Legend
3/3
Flying
Pay 2 life: Return Selenia, Dark Angel to its owner's hand.

Selfless Exorcist
{3}{W}{W}
Creature -- Cleric
3/4
{T}: Remove target creature card in a graveyard from the game. That card deals damage equal to its power to Selfless Exorcist. (A * on a card not in play is 0.)

Sengir Autocrat
{3}{B}
Creature -- Minion
2/2
When Sengir Autocrat comes into play, put three black 0/1 Serf creature tokens into play.
When Sengir Autocrat leaves play, remove all Serf tokens from the game.

Sengir Bats
{1}{B}{B}
Creature -- Bat
1/2
Flying
Whenever a creature dealt damage by Sengir Bats this turn is put into a graveyard, put a +1/+1 counter on Sengir Bats.

Sengir Vampire
{3}{B}{B}
Creature -- Vampire
4/4
Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Sentinel
{4}
Artifact Creature
1/1
{0}: Sentinel's toughness becomes 1 plus the power of target creature blocking or blocked by Sentinel. #(This effect doesn't end at end of turn.)#

Seraph
{6}{W}
Creature -- Angel
4/4
Flying
Whenever a creature dealt damage by Seraph this turn is put into a graveyard, put that card into play under your control at end of turn. Sacrifice the creature when you lose control of Seraph.

Serendib Djinn
{2}{U}{U}
Creature -- Djinn
5/6
Flying
At the beginning of your upkeep, sacrifice a land. If you sacrifice an island this way, Serendib Djinn deals 3 damage to you.
When you control no lands, sacrifice Serendib Djinn.

Serendib Efreet

{2}{U}
Creature -- Efreet
3/4
Flying
At the beginning of your upkeep, Serendib Efreet deals 1 damage to you.

Serene Heart
{1}{G}
Instant
Destroy all local enchantments.

Serene Offering
{1}{W}
Instant
Destroy target enchantment. You gain life equal to that enchantment's converted mana cost.

Serene Sunset
{X}{G}
Instant
Prevent all combat damage X target creatures would deal this turn.

Serenity
{1}{W}
Enchantment
At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.

Serpent Generator
{6}
Artifact
{4}, {T}: Put a 1/1 Poison-Snake artifact creature token into play. This creature has "Whenever this creature deals damage to a player, that player gets a poison counter." #(A player with ten or more poison counters loses the game.)#

Serpent Warrior
{2}{B}
Creature -- Soldier
3/3
When Serpent Warrior comes into play, you lose 3 life.

Serpentine Basilisk
{2}{G}{G}
Creature -- Basilisk
2/3
Whenever Serpentine Basilisk deals combat damage to a creature, destroy that creature at end of combat.
Morph {1}{G}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Serpentine Kavu
{4}{G}
Creature -- Kavu
4/4
{R}: Serpentine Kavu gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#

Serra Advocate
{3}{W}
Creature -- Angel
2/2
Flying
{T}: Target attacking or blocking creature gets +2/+2 until end of turn.

Serra Angel
{3}{W}{W}
Creature -- Angel
4/4
Flying
Attacking doesn't cause Serra Angel to tap.

Serra Avatar
{4}{W}{W}{W}
Creature -- Avatar
/
Serra Avatar's power and toughness are each equal to your life total.
If Serra Avatar would be put into a graveyard from anywhere, reveal Serra Avatar, then shuffle it into its owner's library instead.

Serra Aviary
{3}{W}
Enchant World
Creatures with flying get +1/+1.

Serra Bestiary
{W}{W}
Enchant Creature
At the beginning of your upkeep, sacrifice Serra Bestiary unless you pay {W}{W}.
Enchanted creature can't attack or block and its activated abilities with {T} in their costs can't be played.

Serra Inquisitors
{4}{W}
Creature -- Inquisitor
3/3
When Serra Inquisitors blocks or becomes blocked by one or more black creatures, Serra Inquisitors gets +2/+0 until end of turn.

Serra Paladin
{2}{W}{W}
Creature -- Paladin
2/2
{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.
{1}{W}{W}, {T}: Attacking doesn't cause target creature to tap this turn.

Serra Zealot
{W}
Creature -- Soldier
1/1
First strike

Serra's Blessing
{1}{W}
Enchantment
Attacking doesn't cause creatures you control to tap.

Serra's Embrace
{2}{W}{W}
Enchant Creature
Enchanted creature gets +2/+2 and has flying. Attacking doesn't cause enchanted creature to tap.

Serra's Hymn
{W}
Enchantment
At the beginning of your upkeep, you may put a verse counter on Serra's Hymn.
Sacrifice Serra's Hymn: Prevent up to X damage total that would be dealt this

turn to any number of target creatures and/or players, divided as you choose, where X is the number of verse counters on Serra's Hymn.

Serra's Liturgy
{2}{W}{W}
Enchantment
At the beginning of your upkeep, you may put a verse counter on Serra's Liturgy.
{W}, Sacrifice Serra's Liturgy: Destroy up to X target artifacts and/or enchantments, where X is the number of verse counters on Serra's Liturgy.

Serra's Sanctum
Legendary Land
{T}: Add {W} to your mana pool for each enchantment you control.

Serrated Arrows
{4}
Artifact
Serrated Arrows comes into play with three arrowhead counters on it.
At the beginning of your upkeep, if there are no arrowhead counters on Serrated Arrows, sacrifice it.
{T}, Remove an arrowhead counter from Serrated Arrows: Put a -1/-1 counter on target creature.

Serrated Biskelion
{3}
Artifact Creature
2/2
{T}: Put a -1/-1 counter on Serrated Biskelion and a -1/-1 counter on target creature.

Servant of Volrath
{2}{B}
Creature -- Minion
3/3
When Servant of Volrath leaves play, sacrifice a creature.

Seton, Krosan Protector
{G}{G}{G}
Creature -- Centaur Druid Legend
2/2
Tap an untapped Druid you control: Add {G} to your mana pool.

Seton's Desire
{2}{G}
Enchant Creature
Enchanted creature gets +2/+2.
Threshold -- All creatures able to block enchanted creature do so. #(You have threshold as long as seven or more cards are in your graveyard.)#

Seton's Scout
{1}{G}
Creature -- Centaur Druid
2/1
Seton's Scout may block as though it had flying.
Threshold -- Seton's Scout gets +2/+2. #(You have threshold as long as seven or more cards are in your graveyard.)#

Sever Soul
{3}{B}{B}
Sorcery
Destroy target nonblack creature. It can't be regenerated. You gain life equal to its toughness.

Severed Legion

{1}{B}{B}
Creature -- Zombie
2/2
Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)

Sewer Rats
{B}
Creature -- Rat
1/1
{B}, Pay 1 life: Sewer Rats gets +1/+0 until end of turn. Play this ability no more than three times each turn.

Sewers of Estark
{2}{B}{B}
Instant
Choose one -- Target attacking creature is unblockable this turn; or prevent all combat damage that would be dealt by target blocking creature and all creatures it's blocking this turn.

Shackles
{2}{W}
Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.
{W}: Return Shackles to its owner's hand.

Shade's Breath
{1}{B}
Instant
Until end of turn, each creature you control becomes black, its creature type becomes Shade, and it gains {B}: This creature gets +1/+1 until end of turn.

Shade's Form
{1}{B}{B}
Enchant Creature
Enchanted creature has "{B}: This creature gets +1/+1 until end of turn."
When enchanted creature is put into a graveyard, return that creature to play under your control.

Shadow Guildmage
{B}
Creature -- Wizard
1/1
{U}, {T}: Put target creature you control on top of its owner's library.
{R}, {T}: Shadow Guildmage deals 1 damage to target creature or player and 1 damage to you.

Shadow Rider
{2}{B}{B}
Creature -- Knight
3/3
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#

Shadow Rift
{U}
Instant
Target creature gains shadow until end of turn. #(It may block or be blocked by only creatures with shadow.)#
Draw a card.

Shadowbane
{1}{W}
Instant

The next time this turn a source of your choice would deal damage to target creature or player, prevent that damage. If that source is black, you gain life equal to the damage prevented this way.

Shadowblood Egg
{1}
Artifact
{2}, {T}, Sacrifice Shadowblood Egg: Add {B}{R} to your mana pool. Draw a card.

Shadowblood Ridge
Land
{1}, {T}: Add {B}{R} to your mana pool.

Shadowmage Infiltrator
{1}{U}{B}
Creature -- Wizard
1/3
Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#
Whenever Shadowmage Infiltrator deals combat damage to a player, you may draw a card.

Shadowstorm
{R}
Sorcery
Shadowstorm deals 2 damage to each creature with shadow.

Shahrazad
{W}{W}
Sorcery
Players play a MAGIC subgame, using their libraries as their decks. Each player who doesn't win the subgame loses half his or her life, rounded up. After the subgame, players shuffle all subgame cards they own into their libraries. Players don't ante a card for the subgame, and libraries with less than the required number of cards are legal.

Shaleskin Bruiser
{6}{R}
Creature -- Beast
4/4
Trample
Whenever Shaleskin Bruiser attacks, it gets +3/+0 until end of turn for each other attacking Beast.

Shaleskin Plower
{3}{R}
Creature -- Beast
3/2
Morph {4}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Shaleskin Plower is turned face up, destroy target land.

Shallow Grave
{1}{B}
Instant
Put the top creature card from your graveyard into play. That creature gains haste until end of turn. Remove it from the game at end of turn. #(The creature may attack and #{T}# the turn it comes under your control.)#

Shaman en-Kor
{1}{W}
Creature -- Cleric
1/2
{0}: The next 1 damage that would be dealt to Shaman en-Kor this turn is dealt

to target creature you control instead.
{1}{W}: The next time a source would deal damage to target creature this turn, that damage is dealt to Shaman en-Kor instead.

Shaman's Trance
{2}{R}
Instant
Until end of turn, other players can't play cards from their graveyards, and you may play cards from other players' graveyards as though they were in your graveyard.

Shambling Strider
{4}{G}{G}
Creature -- Strider
5/5
{R}{G}: Shambling Strider gets +1/-1 until end of turn.

Shambling Swarm
{1}{B}{B}{B}
Creature -- Horror
3/3
When Shambling Swarm is put into a graveyard from play, distribute three -1/-1 counters among one, two, or three target creatures. Remove those counters at end of turn.

Shanodin Dryads
{G}
Creature -- Dryad
1/1
Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#

Shaper Guildmage
{U}
Creature -- Wizard
1/1
{W}, {T}: Target creature gains first strike until end of turn.
{B}, {T}: Target creature gets +1/+0 until end of turn.

Shapeshifter
{6}
Artifact Creature
/7-
As Shapeshifter comes into play, choose a number between 0 and 7.
At the beginning of your upkeep, you may choose a number between 0 and 7.
Shapeshifter's power is equal to the last chosen number and its toughness is equal to 7 minus that number.

Shard Phoenix
{4}{R}
Creature -- Phoenix
2/2
Flying
{R}{R}{R}: Return Shard Phoenix from your graveyard to your hand. Play this ability only during your upkeep.
Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to each creature without flying.

Shared Triumph
{1}{W}
Enchantment
As Shared Triumph comes into play, choose a creature type.
Creatures of the chosen type get +1/+1.

Shatter
{1}{R}
Instant
Destroy target artifact.

Shattered Crypt
{X}{B}{B}
Sorcery
Return X target creature cards from your graveyard to your hand and you lose X life.

Shattering Pulse
{1}{R}
Instant
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Destroy target artifact.

Shatterstorm
{2}{R}{R}
Sorcery
Destroy all artifacts. They can't be regenerated.

Shauku, Endbringer
{5}{B}{B}
Creature -- Legend
5/5
Flying
Shauku, Endbringer can't attack if there's another creature in play.
At the beginning of your upkeep, you lose 3 life.
{T}: Remove target creature from the game and put a +1/+1 counter on Shauku.

Shauku's Minion
{1}{B}{R}
Creature -- Minion
2/2
{B}{R}, {T}: Shauku's Minion deals 2 damage to target white creature.

Shelkin Brownie
{1}{G}
Creature -- Faerie
1/1
{T}: Target creature loses all "bands with other" abilities until end of turn.

Shelter
{1}{W}
Instant
Target creature you control gains protection from the color of your choice until end of turn.
Draw a card.

Sheltered Valley
Land
When Sheltered Valley comes into play, sacrifice each other Sheltered Valley you control.
At the beginning of your upkeep, if you control three or fewer lands, you gain 1 life.
{T}: Add one colorless mana to your mana pool.

Sheltering Prayers
{W}
Enchantment
Basic lands each player controls can't be the targets of spells or abilities as long as that player controls three or fewer lands.

Shepherd of Rot
{1}{B}
Creature -- Zombie Cleric
1/1
{T}: Each player loses 1 life for each Zombie in play.

Shield Bearer
{1}{W}
Creature -- Soldier
0/3
Banding

Shield Dancer
{2}{W}
Creature -- Rebel
1/3
{2}{W}: The next time target attacking creature would deal combat damage to Shield Dancer this turn, that creature deals that damage to itself instead.

Shield Mate
{W}
Creature -- Soldier
1/1
Sacrifice Shield Mate: Target creature gets +0/+4 until end of turn.

Shield of Duty and Reason
{W}
Enchant Creature
Enchanted creature has protection from green and from blue.

Shield of the Ages
{2}
Artifact
{2}: Prevent the next 1 damage that would be dealt to you this turn.

Shield Sphere
{0}
Artifact Creature -- Wall
0/6
#(Walls can't attack.)#
Whenever Shield Sphere blocks, put a -0/-1 counter on it.

Shield Wall
{1}{W}
Instant
Creatures you control get +0/+2 until end of turn.

Shieldmage Advocate
{2}{W}
Creature -- Cleric
1/3
{T}: Return target card in an opponent's graveyard to his or her hand. Prevent all damage that would be dealt to target creature or player this turn by a source of your choice.

Shieldmage Elder
{5}{W}
Creature -- Cleric Wizard
2/3
Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.
Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

Shifting Sky
{2}{U}
Enchantment
As Shifting Sky comes into play, choose a color.
All nonland permanents are the chosen color.

Shifting Sliver
{3}{U}
Creature -- Sliver
2/2
Slivers can't be blocked except by Slivers.

Shifting Wall
{X}
Artifact Creature -- Wall
0/0
#(Walls can't attack.)#
Shifting Wall comes into play with X +1/+1 counters on it.

Shifty Doppelganger
{2}{U}
Creature -- Shapeshifter
1/1
{3}{U}, Remove Shifty Doppelganger from the game: Put a creature card from your hand into play. That creature gains haste until end of turn. At end of turn, sacrifice that creature. If you do, return Shifty Doppelganger to play.

Shimian Night Stalker
{3}{B}{B}
Creature -- Nightstalker
4/4
{B}, {T}: All damage that would be dealt to you this turn by target attacking creature is dealt to Shimian Night Stalker instead.

Shimmer
{2}{U}{U}
Enchantment
As Shimmer comes into play, choose a land type.
All lands of the chosen type have phasing.

Shimmering Barrier
{1}{W}
Creature -- Wall
1/3
#(Walls can't attack.)#
First strike
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Shimmering Efreet
{2}{U}
Creature -- Efreet
2/2
Flying, phasing
Whenever Shimmering Efreet phases in, target creature phases out.

Shimmering Mirage
{1}{U}
Instant
Target land's type becomes the basic land type of your choice until end of turn.
Draw a card.

Shimmering Wings
{U}

Enchant Creature
Enchanted creature has flying.
{U}: Return Shimmering Wings to its owner's hand.

Shivan Dragon
{4}{R}{R}
Creature -- Dragon
5/5
Flying
{R}: Shivan Dragon gets +1/+0 until end of turn.

Shivan Emissary
{2}{R}
Creature -- Wizard
1/1
Kicker {1}{B} #(You may pay an additional #{1}{B}# as you play this spell.)#
When Shivan Emissary comes into play, if you paid the kicker cost, destroy target nonblack creature. It can't be regenerated.

Shivan Gorge
Legendary Land
{T}: Add one colorless mana to your mana pool.
{2}{R}, {T}: Shivan Gorge deals 1 damage to each opponent.

Shivan Harvest
{1}{R}
Enchantment
{1}{R}, Sacrifice a creature: Destroy target nonbasic land.

Shivan Hellkite
{5}{R}{R}
Creature -- Dragon
5/5
Flying
{1}{R}: Shivan Hellkite deals 1 damage to target creature or player.

Shivan Oasis
Land
Shivan Oasis comes into play tapped.
{T}: Add {R} or {G} to your mana pool.

Shivan Phoenix
{4}{R}{R}
Creature -- Phoenix
3/4
Flying
When Shivan Phoenix is put into a graveyard from play, return Shivan Phoenix to its owner's hand.

Shivan Raptor
{2}{R}
Creature -- Lizard
3/1
First strike; haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#

Shivan Reef
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {U} or {R} to your mana pool. Shivan Reef deals 1 damage to you.

Shivan Wurm

{3}{R}{G}
Creature -- Wurm
7/7
Trample
When Shivan Wurm comes into play, return a red or green creature you control to its owner's hand.

Shivan Zombie
{B}{R}
Creature -- Barbarian Zombie
2/2
Protection from white

Shiv's Embrace
{2}{R}{R}
Enchant Creature
Enchanted creature gets +2/+2 and has flying.
{R}: Enchanted creature gets +1/+0 until end of turn.

Shock
{R}
Instant
Shock deals 2 damage to target creature or player.

Shock Troops
{3}{R}
Creature -- Soldier
2/2
Sacrifice Shock Troops: Shock Troops deals 2 damage to target creature or player.

Shocker
{1}{R}
Creature -- Insect
1/1
Whenever Shocker deals damage to a player, that player discards his or her hand, then draws that many cards.

Shoreline Raider
{2}{U}
Creature -- Merfolk
2/2
Protection from Kavu

Shoreline Ranger
{5}{U}
Creature -- Bird Soldier
3/4
Flying
Islandcycling {2} ({2}, Discard this card from your hand: Search your library for an island card, reveal it, and put it into your hand. Then shuffle your library.)

Shoving Match
{2}{U}
Instant
Until end of turn, all creatures gain "{T}: Tap target creature."

Show and Tell
{2}{U}
Sorcery
Each player may put an artifact, creature, enchantment, or land card from his or her hand into play.

Shower of Coals
{3}{R}{R}
Sorcery
Shower of Coals deals 2 damage to each of up to three target creatures and/or players.
Threshold -- Shower of Coals deals 4 damage to each of those creatures and/or players instead. #(You have threshold if seven or more cards are in your graveyard.)#

Shower of Sparks
{R}
Instant
Shower of Sparks deals 1 damage to target creature and 1 damage to target player.

Shriek of Dread
{1}{B}
Instant
Target creature gains fear until end of turn. #(It can't be blocked except by artifact creatures and/or black creatures.)#

Shrieking Drake
{U}
Creature -- Drake
1/1
Flying
When Shrieking Drake comes into play, return a creature you control to its owner's hand.

Shrieking Mogg
{1}{R}
Creature -- Goblin
1/1
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
When Shrieking Mogg comes into play, tap all other creatures.

Shrink
{G}
Instant
Target creature gets -5/-0 until end of turn.

Shrouded Serpent
{4}{U}{U}{U}
Creature -- Serpent
4/4
Whenever Shrouded Serpent attacks, defending player may pay {4}. If he or she doesn't, Shrouded Serpent is unblockable this turn.

Shyft
{4}{U}
Creature -- Shyft
4/2
At the beginning of your upkeep, you may have Shyft become the color or colors of your choice. #(This effect doesn't end at end of turn.)#

Sibilant Spirit
{5}{U}
Creature -- Spirit
5/6
Flying
Whenever Sibilant Spirit attacks, defending player may draw a card.

Sick and Tired

{2}{B}
Instant
Two target creatures each get -1/-1 until end of turn.

Sicken
{B}
Enchant Creature
Enchanted creature gets -1/-1.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Sickening Dreams
{1}{B}
Sorcery
As an additional cost to play Sickening Dreams, discard X cards from your hand.
Sickening Dreams deals X damage to each creature and each player.

Sidar Jabari
{3}{W}
Creature -- Legend
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
Whenever Sidar Jabari attacks, tap target creature defending player controls.

Siege-Gang Commander
{3}{R}{R}
Creature -- Goblin
2/2
When Siege-Gang Commander comes into play, put three 1/1 red Goblin creature tokens into play.
{1}{R}, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

Sift
{3}{U}
Sorcery
Draw three cards, then discard a card from your hand.

Sigil of Sleep
{U}
Enchant Creature
Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand.

Sigil of the New Dawn
{3}{W}
Enchantment
Whenever a creature is put into your graveyard from play, you may pay {1}{W}. If you do, return that card to your hand.

Silent Assassin
{B}{B}
Creature -- Mercenary
2/1
{3}{B}: Destroy target blocking creature at end of combat.

Silent Attendant
{2}{W}
Creature -- Cleric
0/2
{T}: You gain 1 life.

Silent Specter
{4}{B}{B}

Creature -- Specter
4/4
Flying
Whenever Silent Specter deals combat damage to a player, that player discards two cards from his or her hand.
Morph {3}{B}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Silhouette
{1}{U}
Instant
Prevent all damage that would be dealt this turn to target creature by spells or abilities that target it.

Silk Net
{G}
Instant
Target creature gets +1/+1 and may block as though it had flying until end of turn.

Silkenfist Fighter
{1}{W}
Creature -- Soldier
1/3
Whenever Silkenfist Fighter becomes blocked, untap it.

Silkenfist Order
{3}{W}{W}
Creature -- Soldier
3/5
Whenever Silkenfist Order becomes blocked, untap it.

Silklash Spider
{3}{G}{G}
Creature -- Spider
2/7
Silklash Spider may block as though it had flying.
{X}{G}{G}: Silklash Spider deals X damage to each creature with flying.

Silt Crawler
{2}{G}
Creature -- Beast
3/3
When Silt Crawler comes into play, tap all lands you control.

Silver Drake
{1}{W}{U}
Creature -- Drake
3/3
Flying
When Silver Drake comes into play, return a white or blue creature you control to its owner's hand.

Silver Erne
{3}{U}
Creature -- Erne
2/2
Flying, trample

Silver Knight
{W}{W}
Creature -- Knight
2/2
First strike, protection from red

Silver Seraph
{5}{W}{W}{W}
Creature -- Angel
6/6
Flying
Threshold -- Other creatures you control get +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)

Silver Wyvern
{3}{U}{U}
Creature -- Drake
4/3
Flying
{U}: Change the target of target spell or ability with a single target if that target is Silver Wyvern. The new target must be a creature.

Silverglade Elemental
{4}{G}
Creature -- Elemental
4/4
When Silverglade Elemental comes into play, you may search your library for a forest card and put that card into play. If you do, shuffle your library.

Silverglade Pathfinder
{1}{G}
Creature -- Spellshaper
1/1
{1}{G}, {T}, Discard a card from your hand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Silvos, Rogue Elemental
{3}{G}{G}{G}
Creature -- Elemental Legend
8/5
Trample
{G}: Regenerate Silvos, Rogue Elemental.

Simian Grunts
{2}{G}
Creature -- Ape
3/4
You may play Simian Grunts any time you could play an instant.
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#

Simoon
{R}{G}
Instant
Simoon deals 1 damage to each creature target opponent controls.

Simplify
{G}
Sorcery
Each player sacrifices an enchantment.

Simulacrum
{1}{B}
Instant
You gain life equal to the damage dealt to you this turn. Simulacrum deals to target creature you control damage equal to the damage dealt to you this turn.

Sindbad
{1}{U}

Creature -- Sindbad
1/1
{T}: Draw a card and reveal it. If it isn't a land card, discard it from your hand.

Singe
{R}
Instant
Singe deals 1 damage to target creature. That creature becomes black until end of turn.

Singing Tree
{3}{G}
Creature -- Singing-Tree
0/3
{T}: Target attacking creature gets -X/-0 until end of turn, where X is its power.

Sinister Strength
{1}{B}
Enchant Creature
Enchanted creature gets +3/+1 and is black.

Sinkhole
{B}{B}
Sorcery
Destroy target land.

Sir Shandlar of Eberyn
{4}{G}{W}
Creature -- Legend
4/7

Siren's Call
{U}
Instant
Play only during an opponent's turn and only before attackers are declared.
Creatures the active player controls attack this turn if able.
At end of turn, destroy all non-Wall creatures that player controls that didn't attack this turn. Ignore this effect for each creature the player didn't control continuously since the beginning of the turn.

Sirocco
{1}{R}
Instant
Target player reveals his or her hand. For each blue instant card revealed, he or she pays 4 life or discards that card from his or her hand.

Sisay's Ingenuity
{U}
Enchant Creature
When Sisay's Ingenuity comes into play, draw a card.
Enchanted creature has "{2}{U}: Target creature becomes the color of your choice until end of turn."

Sisay's Ring
{4}
Artifact
{T}: Add two colorless mana to your mana pool.

Sisters of the Flame
{1}{R}{R}
Creature -- Sister
2/2

{T}: Add {R} to your mana pool.

Sivitri Scarzam
{5}{U}{B}
Creature -- Legend
6/4

Sivvi's Ruse
{2}{W}{W}
Instant
If an opponent controls a mountain and you control a plains, you may play Sivvi's Ruse without paying its mana cost.
Prevent all damage that would be dealt this turn to creatures you control.

Sivvi's Valor
{2}{W}
Instant
If you control a plains, you may tap an untapped creature you control rather than pay the mana cost of Sivvi's Valor.
All damage that would be dealt to target creature this turn is dealt to you instead.

Sizzle
{2}{R}
Sorcery
Sizzle deals 3 damage to each opponent.

Skeletal Scrying
{X}{B}
Instant
As an additional cost to play Skeletal Scrying, remove X cards in your graveyard from the game.
You draw X cards and you lose X life.

Skeleton Scavengers
{2}{B}
Creature -- Skeleton
0/0
Skeleton Scavengers comes into play with one +1/+1 counter on it.
Pay {1} for each +1/+1 counter on Skeleton Scavengers: Regenerate Skeleton Scavengers. When it regenerates this way, put a +1/+1 counter on it.

Skeleton Ship
{3}{U}{B}
Creature -- Legend
0/3
When you control no islands, sacrifice Skeleton Ship.
{T}: Put a -1/-1 counter on target creature.

Skinthinner
{1}{B}
Creature -- Zombie
2/1
Morph {3}{B}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Skinthinner is turned face up, destroy target nonblack creature. It can't be regenerated.

Skirge Familiar
{4}{B}
Creature -- Imp
3/2
Flying
Discard a card from your hand: Add {B} to your mana pool.

Skirk Alarmist
{1}{R}
Creature -- Wizard
1/2
Haste
{T}: Turn target face-down creature you control face up. At end of turn, sacrifice it.

Skirk Commando
{1}{R}{R}
Creature -- Goblin
2/1
Whenever Skirk Commando deals combat damage to a player, you may have it deal 2 damage to target creature that player controls.
Morph {2}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Skirk Drill Sergeant
{1}{R}
Creature -- Goblin
2/1
Whenever Skirk Drill Sergeant or another Goblin is put into a graveyard from play, you may pay {2}{R}. If you do, reveal the top card of your library. If it's a Goblin card, put it into play. Otherwise, put it into your graveyard.

Skirk Fire Marshal
{3}{R}{R}
Creature -- Goblin Lord
2/2
Protection from red
Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

Skirk Marauder
{1}{R}
Creature -- Goblin
2/1
Morph {2}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Skirk Marauder is turned face up, it deals 2 damage to target creature or player.

Skirk Outrider
{3}{R}
Creature -- Goblin
2/2
Skirk Outrider gets +2/+2 and has trample as long as you control a Beast.

Skirk Prospector
{R}
Creature -- Goblin
1/1
Sacrifice a Goblin: Add {R} to your mana pool.

Skirk Volcanist
{3}{R}
Creature -- Goblin
3/1
Morph--Sacrifice two mountains. (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Skirk Volcanist is turned face up, it deals 3 damage divided as you choose among any number of target creatures.

Skittering Horror
{2}{B}
Creature -- Horror
4/3
When you play a creature spell, sacrifice Skittering Horror.

Skittering Skirge
{B}{B}
Creature -- Imp
3/2
Flying
When you play a creature spell, sacrifice Skittering Skirge.

Skittish Kavu
{1}{R}
Creature -- Kavu
1/1
Skittish Kavu gets +1/+1 as long as no opponent controls a white or blue creature.

Skittish Valesk
{6}{R}
Creature -- Beast
5/5
At the beginning of your upkeep, flip a coin. If you lose the flip, turn Skittish Valesk face down.
Morph {5}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Skizzik
{3}{R}
Creature -- Elemental
5/3
Kicker {R} #(You may pay an additional #{R}# as you play this spell.)#
Trample; haste #(This creature may attack and #{T}# the turn it comes under your control.)#
At end of turn, sacrifice Skizzik unless the kicker cost was paid.

Skulking Fugitive
{2}{B}
Creature -- Mercenary
3/4
When Skulking Fugitive becomes the target of a spell or ability, sacrifice it.

Skulking Ghost
{1}{B}
Creature -- Ghost
2/1
Flying
When Skulking Ghost becomes the target of a spell or ability, sacrifice it.

Skull Catapult
{4}
Artifact
{1}, {T}, Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.

Skull Fracture
{B}
Sorcery
Target player discards a card from his or her hand.
Flashback {3}{B} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Skull of Orm
{3}
Artifact
{5}, {T}: Return target enchantment card from your graveyard to your hand.

Skull of Ramos
{3}
Artifact
{T}: Add one black mana to your mana pool.
Sacrifice Skull of Ramos: Add one black mana to your mana pool.

Skullscorch
{R}{R}
Sorcery
Target player discards two cards at random from his or her hand unless that player has Skullscorch deal 4 damage to him or her.

Skulltap
{1}{B}
Sorcery
As an additional cost to play Skulltap, sacrifice a creature.
Draw two cards.

Sky Diamond
{2}
Artifact
Sky Diamond comes into play tapped.
{T}: Add {U} to your mana pool.

Sky Spirit
{1}{W}{U}
Creature -- Spirit
2/2
Flying, first strike

Sky Weaver
{1}{U}
Creature -- Wizard
2/1
{2}: Target white or black creature gains flying until end of turn.

Skycloud Egg
{1}
Artifact
{2}, {T}, Sacrifice Skycloud Egg: Add {W}{U} to your mana pool. Draw a card.

Skycloud Expanse
Land
{1}, {T}: Add {W}{U} to your mana pool.

Skyshaper
{2}
Artifact
Sacrifice Skyshaper: Creatures you control gain flying until end of turn.

Skyship Weatherlight
{4}
Legendary Artifact
When Skyship Weatherlight comes into play, search your library for any number of artifact and/or creature cards and remove them from the game. Then shuffle your library.
{4}, {T}: Choose a card at random that was removed from the game with Skyship Weatherlight. Put that card into its owner's hand.

Skyshooter
{1}{G}
Creature -- Centaur
1/2
Skyshooter may block as though it had flying.
{T}, Sacrifice Skyshooter: Destroy target attacking or blocking creature with flying.

Skyshroud Archer
{G}
Creature -- Elf
1/1
{T}: Target creature with flying gets -1/-1 until end of turn.

Skyshroud Behemoth
{5}{G}{G}
Creature -- Beast
10/10
Fading 2 #(This creature comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
Skyshroud Behemoth comes into play tapped.

Skyshroud Blessing
{1}{G}
Instant
Lands can't be the targets of spells or abilities this turn.
Draw a card.

Skyshroud Claim
{3}{G}
Sorcery
Search your library for up to two forest cards and put them into play. Then shuffle your library.

Skyshroud Condor
{1}{U}
Creature -- Bird
2/2
Flying
You can't play Skyshroud Condor unless you've played another spell this turn.

Skyshroud Cutter
{3}{G}
Creature -- Beast
2/2
If you control a forest, you may have each other player gain 5 life rather than pay Skyshroud Cutter's mana cost.

Skyshroud Elf
{1}{G}
Creature -- Elf
1/1
{T}: Add {G} to your mana pool.
{1}: Add {W} or {R} to your mana pool.

Skyshroud Elite
{G}
Creature -- Elf
1/1
Skyshroud Elite gets +1/+2 as long as an opponent controls a nonbasic land.

Skyshroud Falcon
{1}{W}

Creature -- Bird
1/1
Flying
Attacking doesn't cause Skyshroud Falcon to tap.

Skyshroud Forest
Land
Skyshroud Forest comes into play tapped.
{T}: Add one colorless mana to your mana pool.
{T}: Add {U} or {G} to your mana pool. Skyshroud Forest deals 1 damage to you.

Skyshroud Poacher
{2}{G}{G}
Creature -- Rebel
2/2
{3}, {T}: Search your library for an Elf card and put that card into play. Then shuffle your library.

Skyshroud Ranger
{G}
Creature -- Elf
1/1
{T}: Put a land card from your hand into play. Play this ability only any time you could play a sorcery.

Skyshroud Ridgeback
{G}
Creature -- Beast
2/3
Fading 2 #(This creature comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#

Skyshroud Sentinel
{2}{G}
Creature -- Elf
1/1
When Skyshroud Sentinel comes into play, you may search your library for up to three cards named Skyshroud Sentinel, reveal them, and put them into your hand. If you do, shuffle your library.

Skyshroud Troll
{2}{G}{G}
Creature -- Troll
3/3
{1}{G}: Regenerate Skyshroud Troll.

Skyshroud Troopers
{3}{G}
Creature -- Elf
3/3
{T}: Add {G} to your mana pool.

Skyshroud Vampire
{3}{B}{B}
Creature -- Vampire
3/3
Flying
Discard a creature card from your hand: Skyshroud Vampire gets +2/+2 until end of turn.

Skyshroud War Beast
{1}{G}
Creature -- Beast

/
Trample
As Skyshroud War Beast comes into play, choose an opponent.
Skyshroud War Beast's power and toughness are each equal to the number of nonbasic lands the chosen player controls.

Skywing Aven
{2}{U}
Creature -- Bird Soldier
2/1
Flying
Discard a card from your hand: Return Skywing Aven to its owner's hand.

Slate of Ancestry
{4}
Artifact
{4}, {T}, Discard your hand: Draw a card for each creature you control.

Slaughter
{2}{B}{B}
Instant
Buyback--Pay 4 life. #(If you pay 4 life in addition to any other costs as you play this spell, put it into your hand instead of your graveyard as part of its resolution.)#
Destroy target nonblack creature. It can't be regenerated.

Slay
{2}{B}
Instant
Destroy target green creature. It can't be regenerated.
Draw a card.

Sleeper Agent
{B}
Creature -- Minion
3/3
When Sleeper Agent comes into play, target opponent gains control of it.
At the beginning of your upkeep, Sleeper Agent deals 2 damage to you.

Sleeper's Guile
{2}{B}
Enchant Creature
Enchanted creature has fear. #(It can't be blocked except by artifact creatures and/or black creatures.)#
When Sleeper's Guile is put into a graveyard from play, return Sleeper's Guile to its owner's hand.

Sleeper's Robe
{U}{B}
Enchant Creature
Enchanted creature has fear. #(It can't be blocked except by artifact creatures and/or black creatures.)#
Whenever enchanted creature deals combat damage to an opponent, you may draw a card.

Sleeping Potion
{1}{U}
Enchant Creature
When Sleeping Potion comes into play, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
When enchanted creature becomes the target of a spell or ability, sacrifice Sleeping Potion.

Sleight of Hand

{U}
Sorcery
Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

Sleight of Mind
{U}
Instant
Change the text of target spell or permanent by replacing all instances of one color word with another. #(For example, you may change "target black spell" to "target blue spell.") (This effect doesn't end at end of turn.)#

Slice and Dice
{4}{R}{R}
Sorcery
Slice and Dice deals 4 damage to each creature.
Cycling {2}{R} ({2}{R}, Discard this card from your hand: Draw a card.)
When you cycle Slice and Dice, you may have it deal 1 damage to each creature.

Slimy Kavu
{2}{R}
Creature -- Kavu
2/2
{T}: Target land becomes a swamp until end of turn.

Slingshot Goblin
{2}{R}
Creature -- Goblin
2/2
{R}, {T}: Slingshot Goblin deals 2 damage to target blue creature.

Slinking Serpent
{2}{U}{B}
Creature -- Serpent
2/3
Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#

Slinking Skirge
{3}{B}
Creature -- Imp
2/1
Flying
{2}, Sacrifice Slinking Skirge: Draw a card.

Slippery Karst
Land
Slippery Karst comes into play tapped.
{T}: Add {G} to your mana pool.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Slipstream Eel
{5}{U}{U}
Creature -- Beast
6/6
Slipstream Eel can't attack unless defending player controls an island.
Cycling {1}{U} ({1}{U}, Discard this card from your hand: Draw a card.)

Sliptide Serpent
{4}{U}{U}
Creature -- Serpent
4/4
{3}{U}: Return Sliptide Serpent to its owner's hand.

Slithery Stalker
{1}{B}{B}
Creature -- Nightmare Horror
1/1
Swampwalk
When Slithery Stalker comes into play, remove target green or white creature an opponent controls from the game.
When Slithery Stalker leaves play, return the removed card to play under its owner's control.

Sliver Overlord
{W}{U}{B}{R}{G}
Creature -- Sliver Mutant Legend
7/7
{3}: Search your library for a Sliver card, reveal that card, and put it into your hand. Then shuffle your library.
{3}: Gain control of target Sliver. (This effect doesn't end at end of turn.)

Sliver Queen
{W}{U}{B}{R}{G}
Creature -- Sliver Legend
7/7
{2}: Put a 1/1 colorless Sliver creature token into play.

Slow Motion
{2}{U}
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, that player sacrifices that creature unless he or she pays {2}.
When Slow Motion is put into a graveyard from play, return Slow Motion to its owner's hand.

Sluggishness
{1}{R}
Enchant Creature
Enchanted creature can't block.
When Sluggishness is put into a graveyard from play, return Sluggishness to its owner's hand.

Smash
{2}{R}
Instant
Destroy target artifact.
Draw a card.

Smite
{W}
Instant
Destroy target blocked creature.

Smoke
{R}{R}
Enchantment
Players can't untap more than one creature during their untap steps.

Smokespew Invoker
{2}{B}
Creature -- Zombie Mutant
3/1
{7}{B}: Target creature gets -3/-3 until end of turn.

Smokestack
{4}
Artifact

At the beginning of your upkeep, you may put a soot counter on Smokestack.
At the beginning of each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.

Smoldering Crater
Land
Smoldering Crater comes into play tapped.
{T}: Add {R} to your mana pool.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Smoldering Tar
{2}{B}{R}
Enchantment
At the beginning of your upkeep, target player loses 1 life.
Sacrifice Smoldering Tar: Smoldering Tar deals 4 damage to target creature. Play this ability only any time you could play a sorcery.

Smother
{1}{B}
Instant
Destroy target creature with converted mana cost 3 or less. It can't be regenerated.

Snag
{3}{G}
Instant
You may discard a forest card from your hand rather than pay Snag's mana cost.
Prevent all combat damage that would be dealt by unblocked creatures this turn.

Snake Basket
{4}
Artifact
{X}, Sacrifice Snake Basket: Put X 1/1 green Cobra creature tokens into play. Play this ability only any time you could play a sorcery.

Snake Pit
{3}{G}
Enchantment
Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

Snap
{1}{U}
Instant
Return target creature to its owner's hand. Untap up to two lands.

Snapping Thragg
{4}{R}
Creature -- Beast
3/3
Whenever Snapping Thragg deals combat damage to a player, you may have it deal 3 damage to target creature that player controls.
Morph {4}{R}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Snarling Undorak
{2}{G}{G}
Creature -- Beast
3/3
{2}{G}: Target Beast gets +1/+1 until end of turn.
Morph {1}{G}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Sneak Attack

{3}{R}
Enchantment
{R}: Put a creature card from your hand into play. That creature gains haste until end of turn. Sacrifice the creature at end of turn. #(The creature may attack and #{T}# the turn it comes under your control.)#

Sneaky Homunculus
{1}{U}
Creature -- Illusion
1/1
Sneaky Homunculus can't block or be blocked by creatures with power 2 or greater.

Snorting Gahr
{2}{G}{G}
Creature -- Beast
3/3
Whenever Snorting Gahr becomes blocked, it gets +2/+2 until end of turn.

Snow Devil
{1}{U}
Enchant Creature
Enchanted creature has flying.
Enchanted creature has first strike as long as it's blocking and you control a snow-covered land.

Snow Fortress
{5}
Artifact Creature -- Wall
0/4
#(Walls can't attack.)#
{1}: Snow Fortress gets +1/+0 until end of turn.
{1}: Snow Fortress gets +0/+1 until end of turn.
{3}: Snow Fortress deals 1 damage to target creature without flying that's attacking you.

Snow Hound
{2}{W}
Creature -- Hound
1/1
{1}, {T}: Return Snow Hound and target blue or green creature you control to their owner's hand.

Snowblind
{3}{G}
Enchant Creature
Enchanted creature gets -X/-X. If enchanted creature is attacking, X is the number of snow-covered lands defending player controls. Otherwise, X is the number of snow-covered lands enchanted creature's controller controls. If this would reduce the creature's toughness to less than 1, reduce the creature's toughness to 1 instead.

Snow-Covered Forest
Land
Snow-covered
Snow-Covered Forest is a forest in addition to its land type.

Snow-Covered Island
Land
Snow-covered
Snow-Covered Island is an island in addition to its land type.

Snow-Covered Mountain
Land

Snow-covered
Snow-Covered Mountain is a mountain in addition to its land type.

Snow-Covered Plains
Land
Snow-covered
Snow-Covered Plains is a plains in addition to its land type.

Snow-Covered Swamp
Land
Snow-covered
Snow-Covered Swamp is a swamp in addition to its land type.

Snowfall
{2}{U}
Enchantment
Cumulative upkeep {U}
Whenever an island is tapped for mana, its controller may add {U} to his or her mana pool. If that island is a snow-covered land, its controller may add {U}{U} to his or her mana pool instead. Spend this mana only to pay for cumulative upkeep.

Snuff Out
{3}{B}
Instant
If you control a swamp, you may pay 4 life rather than pay Snuff Out's mana cost.
Destroy target nonblack creature. It can't be regenerated.

Soar
{1}{U}
Enchant Creature
You may play Soar any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +0/+1 and has flying.

Sol Grail
{3}
Artifact
As Sol Grail comes into play, choose a color.
{T}: Add one mana of the chosen color to your mana pool.

Sol Ring
{1}
Artifact
{T}: Add two colorless mana to your mana pool.

Solar Blast
{3}{R}
Instant
Solar Blast deals 3 damage to target creature or player.
Cycling {1}{R}{R} ({1}{R}{R}, Discard this card from your hand: Draw a card.)
When you cycle Solar Blast, you may have it deal 1 damage to target creature or player.

Soldevi Adnate
{1}{B}
Creature -- Cleric
1/2
{T}, Sacrifice a black or artifact creature: Add an amount of black mana equal to the sacrificed creature's converted mana cost to your mana pool.

Soldevi Digger
{2}

Artifact
{2}: Put the top card of your graveyard on the bottom of your library.

Soldevi Excavations
Land
If Soldevi Excavations would come into play, sacrifice an untapped island instead. If you do, put Soldevi Excavations into play. If you don't, put it into its owner's graveyard.
{T}: Add {U} and one colorless mana to your mana pool.
{1}, {T}: Look at the top card of your library. You may put that card on the bottom of your library.

Soldevi Golem
{4}
Artifact Creature -- Golem
5/3
Soldevi Golem doesn't untap during your untap step.
At the beginning of your upkeep, you may untap target tapped creature an opponent controls. If you do, untap Soldevi Golem.

Soldevi Heretic
{2}{U}
Creature -- Heretic
2/2
{W}, {T}: Prevent the next 2 damage that would be dealt to target creature this turn. Target opponent may draw a card.

Soldevi Machinist
{1}{U}
Creature -- Wizard
1/1
{T}: Add two colorless mana to your mana pool. This mana may be spent only on an activation cost of an artifact's ability.

Soldevi Sage
{1}{U}
Creature -- Wizard
1/1
{T}, Sacrifice two lands: Draw three cards, then discard one of them from your hand.

Soldevi Sentry
{1}
Artifact Creature
1/1
{1}: Regenerate Soldevi Sentry. Target opponent may draw a card.

Soldevi Simulacrum
{4}
Artifact Creature
2/4
Cumulative upkeep {1}
{1}: Soldevi Simulacrum gets +1/+0 until end of turn.

Soldevi Steam Beast
{5}
Artifact Creature
4/2
Whenever Soldevi Steam Beast becomes tapped, target opponent gains 2 life.
{2}: Regenerate Soldevi Steam Beast.

Soldier of Fortune
{R}
Creature -- Mercenary

1/1
{R}, {T}: Target player shuffles his or her library.

Solfatara
{2}{R}
Instant
Target player can't play lands this turn.
Draw a card at the beginning of the next turn's upkeep.

Solidarity
{3}{W}
Instant
Creatures you control get +0/+5 until end of turn.

Solitary Confinement
{2}{W}
Enchantment
At the beginning of your upkeep, sacrifice Solitary Confinement unless you discard a card from your hand.
Skip your draw step.
You can't be the target of spells or abilities.
Prevent all damage that would be dealt to you.

Sol'kanar the Swamp King
{2}{U}{B}{R}
Creature -- Legend
5/5
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#
Whenever a player plays a black spell, you gain 1 life.

Soltari Champion
{2}{W}
Creature -- Soldier
2/2
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
Whenever Soltari Champion attacks, all other creatures you control get +1/+1 until end of turn.

Soltari Crusader
{2}{W}
Creature -- Knight
2/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
{1}{W}: Soltari Crusader gets +1/+0 until end of turn.

Soltari Emissary
{1}{W}
Creature -- Soldier
2/1
{W}: Soltari Emissary gains shadow until end of turn. #(This creature may block or be blocked by only creatures with shadow.)#

Soltari Foot Soldier
{W}
Creature -- Soldier
1/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#

Soltari Guerrillas
{2}{W}{R}
Creature -- Soldier
3/2
Shadow #(This creature may block or be blocked by only creatures with shadow.)#

{0}: The next time Soltari Guerrillas would deal combat damage to defending player this turn, it deals that damage to target creature instead.

Soltari Lancer
{2}{W}
Creature -- Knight
2/2
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
Whenever Soltari Lancer attacks, it gains first strike until end of combat.

Soltari Monk
{W}{W}
Creature -- Cleric
2/1
Protection from black; shadow #(This creature may block or be blocked by only creatures with shadow.)#

Soltari Priest
{W}{W}
Creature -- Cleric
2/1
Protection from red; shadow #(This creature may block or be blocked by only creatures with shadow.)#

Soltari Trooper
{1}{W}
Creature -- Soldier
1/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
Whenever Soltari Trooper attacks, it gets +1/+1 until end of turn.

Soltari Visionary
{1}{W}{W}
Creature -- Cleric
2/2
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
Whenever Soltari Visionary deals damage to a player, destroy target enchantment that player controls.

Somnophore
{2}{U}{U}
Creature -- Illusion
2/2
Flying
Whenever Somnophore deals damage to a player, tap target creature that player controls. That creature doesn't untap during its controller's untap step as long as Somnophore remains in play.

Song of Blood
{1}{R}
Sorcery
Put the top four cards from your library into your graveyard.
Whenever a creature attacks this turn, it gets +1/+0 until end of turn for each creature card put into your graveyard this way.

Song of Serenity
{1}{G}
Enchantment
Enchanted creatures can't attack or block.

Songs of the Damned
{B}
Instant
Add {B} to your mana pool for each creature card in your graveyard.

Songstitcher
{W}
Creature -- Cleric
1/1
{1}{W}: Prevent all combat damage that would be dealt this turn by target attacking creature with flying.

Sonic Burst
{1}{R}
Instant
As an additional cost to play Sonic Burst, discard a card at random from your hand.
Sonic Burst deals 4 damage to target creature or player.

Sonic Seizure
{R}
Instant
As an additional cost to play Sonic Seizure, discard a card at random from your hand.
Sonic Seizure deals 3 damage to target creature or player.

Sootfeather Flock
{4}{B}
Creature -- Bird
3/2
Flying
Morph {3}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Soothing Balm
{1}{W}
Instant
Target player gains 5 life.

Soothsaying
{U}
Enchantment
{3}{U}{U}: Shuffle your library.
{X}: Look at the top X cards of your library and put them back in any order.

Soraya the Falconer
{1}{W}{W}
Creature -- Legend
2/2
All Birds get +1/+1.
{1}{W}: Target Bird gains banding until end of turn.

Sorceress Queen
{1}{B}{B}
Creature -- Sorceress
1/1
{T}: Target creature other than Sorceress Queen is 0/2 until end of turn.

Sorrow's Path
Land
{T}: Choose two target blocking creatures an opponent controls. If each of those creatures could block all creatures that the other is blocking, remove both of them from combat. Each one then blocks all creatures the other was blocking.
Sorrow's Path deals 2 damage to you and 2 damage to each creature you control.

Soul Barrier
{2}{U}
Enchantment

Whenever an opponent plays a creature spell, Soul Barrier deals 2 damage to that player unless he or she pays {2}.

Soul Burn
{X}{2}{B}
Sorcery
Spend only black and/or red mana on X.
Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of {B} spent on X, the player's life total before Soul Burn dealt damage, or the creature's toughness.

Soul Channeling
{2}{B}
Enchant Creature
Pay 2 life: Regenerate enchanted creature.

Soul Charmer
{2}{W}
Creature -- Rebel
2/2
Whenever Soul Charmer deals combat damage to a creature, you gain 2 life unless that creature's controller pays {2}.

Soul Collector
{3}{B}{B}
Creature -- Vampire
3/4
Flying
Whenever a creature dealt damage by Soul Collector this turn is put into a graveyard, return that card to play under your control.
Morph {B}{B}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Soul Echo
{X}{W}{W}
Enchantment
Soul Echo comes into play with X echo counters on it.
At the beginning of your upkeep, if there are no echo counters on Soul Echo, sacrifice it. Otherwise, an opponent may choose that for each 1 damage that would be dealt to you until your next upkeep, you remove 1 echo counter from Soul Echo instead.
You don't lose the game for having 0 or less life.

Soul Exchange
{B}{B}
Sorcery
As an additional cost to play Soul Exchange, remove a creature you control from the game.
Return target creature card from your graveyard to play. Put a +2/+2 counter on that creature if the removed creature was a Thrull.

Soul Feast
{3}{B}{B}
Sorcery
Target player loses 4 life and you gain 4 life.

Soul Kiss
{2}{B}
Enchant Creature
{B}, Pay 1 life: Enchanted creature gets +2/+2 until end of turn. Play this ability no more than three times each turn.

Soul Link
{1}{W}{B}

Enchant Creature
Whenever enchanted creature deals damage, you gain that much life.
Whenever enchanted creature is dealt damage, you gain that much life.

Soul Net
{1}
Artifact
Whenever a creature is put into a graveyard from play, you may pay {1}. If you do, you gain 1 life.

Soul Rend
{1}{B}
Instant
Destroy target creature if it's white. A creature destroyed this way can't be regenerated.
Draw a card at the beginning of the next turn's upkeep.

Soul Scourge
{4}{B}
Creature -- Nightmare Horror
3/2
Flying
When Soul Scourge comes into play, target player loses 3 life.
When Soul Scourge leaves play, that player gains 3 life.

Soul Sculptor
{2}{W}
Creature -- Townsfolk
1/1
{1}{W}, {T}: Target creature becomes an enchantment and loses all abilities until a player plays a creature spell.

Soul Shepherd
{1}{W}
Creature -- Cleric
2/1
{W}, Remove a creature card in your graveyard from the game: You gain 1 life.

Soul Strings
{X}{B}
Sorcery
Return two target creature cards from your graveyard to your hand unless any player pays {X}.

Soul Warden
{W}
Creature -- Cleric
1/1
Whenever another creature comes into play, you gain 1 life.

Soulcatcher
{1}{W}
Creature -- Bird Soldier
1/1
Flying
Whenever a creature with flying is put into a graveyard from play, put a +1/+1 counter on Soulcatcher.

Soulcatchers' Aerie
{1}{W}
Enchantment
Whenever a Bird is put into your graveyard from play, put a feather counter on Soulcatchers' Aerie.
All Birds get +1/+1 for each feather counter on Soulcatchers' Aerie.

Souldrinker
{3}{B}
Creature -- Spirit
2/2
Pay 3 life: Put a +1/+1 counter on Souldrinker.

Soulgorger Orgg
{3}{R}{R}
Creature -- Nightmare Orgg
6/6
Trample
When Soulgorger Orgg comes into play, you lose all but 1 life.
When Soulgorger Orgg leaves play, you gain life equal to the life you lost when it came into play.

Soulless One
{3}{B}
Creature -- Zombie Avatar
/
Soulless One's power and toughness are each equal to the number of Zombies in play plus the number of Zombie cards in all graveyards.

Soulshriek
{B}
Instant
Target creature you control gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard. Sacrifice that creature at end of turn.

Southern Paladin
{2}{W}{W}
Creature -- Knight
3/3
{W}{W}, {T}: Destroy target red permanent.

Sowing Salt
{2}{R}{R}
Sorcery
Remove target nonbasic land from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that land and remove them from the game. That player then shuffles his or her library.

Spark Mage
{R}
Creature -- Dwarf Wizard
1/1
Whenever Spark Mage deals combat damage to a player, you may have Spark Mage deal 1 damage to target creature that player controls.

Spark Spray
{R}
Instant
Spark Spray deals 1 damage to target creature or player.
Cycling {R} ({R}, Discard this card from your hand: Draw a card.)

Sparkcaster
{2}{R}{G}
Creature -- Kavu
5/3
When Sparkcaster comes into play, return a red or green creature you control to its owner's hand.
When Sparkcaster comes into play, it deals 1 damage to target player.

Sparksmith

{1}{R}
Creature -- Goblin
1/1
{T}: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

Sparring Golem
{3}
Artifact Creature -- Golem
2/2
Whenever Sparring Golem becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Spatial Binding
{U}{B}
Enchantment
Pay 1 life: Until your next upkeep step, target permanent can't phase out.

Spawning Pool
Land
Spawning Pool comes into play tapped.
{T}: Add one black mana to your mana pool.
{1}{B}: Spawning Pool becomes a 1/1 black creature with "{B}: Regenerate this creature" until end of turn. It's still a land.

Specter's Wail
{1}{B}
Sorcery
Target player discards a card at random from his or her hand.

Spectral Bears
{1}{G}
Creature -- Bear
3/3
Whenever Spectral Bears attacks, if defending player controls no black cards, it doesn't untap during your next untap step.

Spectral Cloak
{U}{U}
Enchant Creature
Enchanted creature can't be the target of spells or abilities as long as it's untapped.

Spectral Guardian
{2}{W}{W}
Creature -- Guardian
2/3
Noncreature artifacts can't be the target of spells or abilities as long as Spectral Guardian is untapped.

Spectral Lynx
{1}{W}
Creature -- Cat
2/1
Protection from green
{B}: Regenerate Spectral Lynx.

Spectral Shield
{1}{W}{U}
Enchant Creature
Enchanted creature gets +0/+2 and can't be the target of spells.

Spectral Sliver
{2}{B}

Creature -- Sliver
2/2
All Slivers have {2}: This creature gets +1/+1 until end of turn.

Spell Blast
{X}{U}
Instant
Counter target spell with converted mana cost X.

Spellbane Centaur
{2}{G}
Creature -- Centaur
3/2
Creatures you control can't be the targets of blue spells or abilities from blue sources.

Spellbook
{0}
Artifact
You have no maximum hand size.

Spellgorger Barbarian
{3}{R}
Creature -- Nightmare Barbarian
3/1
When Spellgorger Barbarian comes into play, discard a card at random from your hand.
When Spellgorger Barbarian leaves play, draw a card.

Spelljack
{3}{U}{U}{U}
Instant
Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0.

Spellshock
{2}{R}
Enchantment
Whenever a player plays a spell, Spellshock deals 2 damage to that player.

Sphere of Duty
{3}{W}
Enchantment
If a green source would deal damage to you, prevent 2 of that damage.

Sphere of Grace
{3}{W}
Enchantment
If a black source would deal damage to you, prevent 2 of that damage.

Sphere of Law
{3}{W}
Enchantment
If a red source would deal damage to you, prevent 2 of that damage.

Sphere of Reason
{3}{W}
Enchantment
If a blue source would deal damage to you, prevent 2 of that damage.

Sphere of Resistance
{2}

Artifact
Spells cost {1} more to play.

Sphere of Truth
{3}{W}
Enchantment
If a white source would deal damage to you, prevent 2 of that damage.

Spider Climb
{G}
Enchant Creature
You may play Spider Climb any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +0/+3 and may block as though it had flying.

Spidersilk Armor
{2}{G}
Enchantment
Creatures you control get +0/+1 and may block as though they had flying.

Spike Breeder
{3}{G}
Creature -- Spike
0/0
Spike Breeder comes into play with three +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Breeder: Put a +1/+1 counter on target creature.
{2}, Remove a +1/+1 counter from Spike Breeder: Put a 1/1 green Spike creature token into play.

Spike Cannibal
{1}{B}{B}
Creature -- Spike
0/0
Spike Cannibal comes into play with a +1/+1 counter on it.
When Spike Cannibal comes into play, move all +1/+1 counters from all creatures onto it.

Spike Colony
{4}{G}
Creature -- Spike
0/0
Spike Colony comes into play with four +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Colony: Put a +1/+1 counter on target creature.

Spike Drone
{G}
Creature -- Spike
0/0
Spike Drone comes into play with a +1/+1 counter on it.
{2}, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Spike Feeder
{1}{G}{G}
Creature -- Spike
0/0
Spike Feeder comes into play with two +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature.
Remove a +1/+1 counter from Spike Feeder: You gain 2 life.

Spike Hatcher

{6}{G}
Creature -- Spike
0/0
Spike Hatcher comes into play with six +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Hatcher: Put a +1/+1 counter on target creature.
{1}, Remove a +1/+1 counter from Spike Hatcher: Regenerate Spike Hatcher.

Spike Rogue
{1}{G}{G}
Creature -- Spike
0/0
Spike Rogue comes into play with two +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Rogue: Put a +1/+1 counter on target creature.
{2}, Remove a +1/+1 counter from a creature you control: Put a +1/+1 counter on Spike Rogue.

Spike Soldier
{2}{G}{G}
Creature -- Spike
0/0
Spike Soldier comes into play with three +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Soldier: Put a +1/+1 counter on target creature.
Remove a +1/+1 counter from Spike Soldier: Spike Soldier gets +2/+2 until end of turn.

Spike Weaver
{2}{G}{G}
Creature -- Spike
0/0
Spike Weaver comes into play with three +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Weaver: Put a +1/+1 counter on target creature.
{1}, Remove a +1/+1 counter from Spike Weaver: Prevent all combat damage that would be dealt this turn.

Spike Worker
{2}{G}
Creature -- Spike
0/0
Spike Worker comes into play with two +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Worker: Put a +1/+1 counter on target creature.

Spiketail Drake
{3}{U}{U}
Creature -- Drake
3/3
Flying
Sacrifice Spiketail Drake: Counter target spell unless its controller pays {3}.

Spiketail Hatchling
{1}{U}
Creature -- Drake
1/1
Flying
Sacrifice Spiketail Hatchling: Counter target spell unless its controller pays {1}.

Spinal Embrace
{3}{U}{U}{B}
Instant

Play Spinal Embrace only during combat.
Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness. #(The creature may attack and #{T}# the turn it comes under your control.)#

Spinal Graft
{1}{B}
Enchant Creature
Enchanted creature gets +3/+3.
When enchanted creature becomes the target of a spell or ability, destroy enchanted creature. It can't be regenerated.

Spinal Villain
{2}{R}
Creature -- Villain
1/2
{T}: Destroy target blue creature.

Spindrift Drake
{U}
Creature -- Drake
2/1
Flying
At the beginning of your upkeep, sacrifice Spindrift Drake unless you pay {U}.

Spined Basher
{2}{B}
Creature -- Zombie Beast
3/1
Morph {2}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Spined Fluke
{2}{B}
Creature -- Horror
5/1
When Spined Fluke comes into play, sacrifice a creature.
{B}: Regenerate Spined Fluke.

Spined Sliver
{R}{G}
Creature -- Sliver
2/2
Whenever a Sliver becomes blocked, that Sliver gets +1/+1 until end of turn for each creature blocking it.

Spined Wurm
{4}{G}
Creature -- Wurm
5/4

Spineless Thug
{1}{B}
Creature -- Mercenary
2/2
Spineless Thug can't block.

Spinning Darkness
{4}{B}{B}
Instant
You may remove the top three black cards in your graveyard from the game rather than pay Spinning Darkness's mana cost.
Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.

Spiny Starfish
{2}{U}
Creature -- Starfish
0/1
{U}: Regenerate Spiny Starfish.
At end of turn, if Spiny Starfish regenerated this turn, put a 0/1 blue Starfish creature token into play for each time it regenerated this turn.

Spire Owl
{1}{U}
Creature -- Bird
1/1
Flying
When Spire Owl comes into play, look at the top four cards of your library, then put them back in any order.

Spirit Cairn
{2}{W}
Enchantment
Whenever a player discards a card from his or her hand, you may pay {W}. If you do, put a 1/1 white Spirit creature token with flying into play.

Spirit en-Kor
{3}{W}
Creature -- Spirit
2/2
Flying
{0}: The next 1 damage that would be dealt to Spirit en-Kor this turn is dealt to target creature you control instead.

Spirit Flare
{3}{W}
Instant
Tap target untapped creature you control. If you do, it deals damage equal to its power to target attacking or blocking creature an opponent controls.
Flashback--{1}{W}, Pay 3 life. #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Spirit Link
{W}
Enchant Creature
Whenever enchanted creature deals damage, you gain that much life.

Spirit Mirror
{2}{W}{W}
Enchantment
At the beginning of your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection creature token into play.
{0}: Destroy target Reflection.

Spirit of Resistance
{2}{W}
Enchantment
If you control a permanent of each color, prevent all damage that would be dealt to you.

Spirit of the Night
{6}{B}{B}{B}
Creature -- Legend
6/5
Flying, trample, protection from black; haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Whenever Spirit of the Night attacks, it gains first strike until end of combat.

Spirit Shackle
{B}{B}
Enchant Creature
Whenever enchanted creature becomes tapped, put a -0/-2 counter on it.

Spirit Shield
{3}
Artifact
You may choose not to untap Spirit Shield during your untap step.
{2}, {T}: Target creature gets +0/+2 as long as Spirit Shield remains tapped.

Spirit Weaver
{1}{W}
Creature -- Wizard
2/1
{2}: Target green or blue creature gets +0/+1 until end of turn.

Spiritmonger
{3}{B}{G}
Creature -- Beast
6/6
Whenever Spiritmonger deals damage to a creature, put a +1/+1 counter on Spiritmonger.
{B}: Regenerate Spiritmonger.
{G}: Spiritmonger becomes the color of your choice until end of turn.

Spiritual Asylum
{2}{W}{W}
Enchantment
Creatures and lands you control can't be the target of spells or abilities.
When a creature you control attacks, sacrifice Spiritual Asylum.

Spiritual Focus
{1}{W}
Enchantment
Whenever a spell or ability an opponent controls causes you to discard a card from your hand, you gain 2 life and you may draw a card.

Spiritual Sanctuary
{2}{W}{W}
Enchantment
At the beginning of each player's upkeep, if that player controls a plains, he or she gains 1 life.

Spiritualize
{2}{W}
Instant
Until end of turn, whenever target creature deals damage, you gain that much life.
Draw a card.

Spite // Malice
{3}{U} // {3}{B}
Instant // Instant
Counter target noncreature spell. // Destroy target nonblack creature. It can't be regenerated.

Spiteful Bully
{1}{B}
Creature -- Mercenary
3/3
At the beginning of your upkeep, Spiteful Bully deals 3 damage to target creature you control.

Spitfire Handler
{1}{R}
Creature -- Goblin
1/1
Spitfire Handler can't block creatures with power greater than Spitfire Handler's power.
{R}: Spitfire Handler gets +1/+0 until end of turn.

Spitting Drake
{3}{R}
Creature -- Drake
2/2
Flying
{R}: Spitting Drake gets +1/+0 until end of turn. Play this ability no more than once each turn.

Spitting Earth
{1}{R}
Sorcery
Spitting Earth deals damage equal to the number of mountains you control to target creature.

Spitting Gourna
{3}{G}{G}
Creature -- Beast
3/4
Spitting Gourna may block as though it had flying.
Morph {4}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Spitting Hydra
{3}{R}{R}
Creature -- Hydra
0/0
Spitting Hydra comes into play with four +1/+1 counters on it.
{1}{R}, Remove a +1/+1 counter from Spitting Hydra: Spitting Hydra deals 1 damage to target creature.

Spitting Slug
{1}{G}{G}
Creature -- Slug
2/4
{1}{G}: Spitting Slug gains first strike until end of turn.
Whenever Spitting Slug blocks or becomes blocked by a creature, if Spitting Slug doesn't have first strike, that creature gains first strike until end of turn.

Spitting Spider
{3}{G}{G}
Creature -- Spider
3/5
Spitting Spider may block as though it had flying.
Sacrifice a land: Spitting Spider deals 1 damage to each creature with flying.

Splinter
{2}{G}{G}
Sorcery
Remove target artifact from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that artifact and remove them from the game. That player then shuffles his or her library.

Splintering Wind
{2}{G}{G}
Enchantment

{2}{G}: Splintering Wind deals 1 damage to target creature. Put a 1/1 green Sprite creature token into play with flying and "Cumulative upkeep {G}." Whenever a Sprite token leaves play, it deals 1 damage to you and to each creature you control.

Spoils of Evil
{2}{B}
Instant
For each artifact or creature card in an opponent's graveyard, add one colorless mana to your mana pool and you gain 1 life.

Spoils of War
{X}{B}
Sorcery
X can't be more than the number of artifact and/or creature cards in an opponent's graveyard as you play Spoils of War.
Distribute X +1/+1 counters among any number of target creatures.

Spontaneous Combustion
{1}{B}{R}
Instant
As an additional cost to play Spontaneous Combustion, sacrifice a creature.
Spontaneous Combustion deals 3 damage to each creature.

Spontaneous Generation
{3}{G}
Sorcery
Put a 1/1 green Saproling creature token into play for each card in your hand.

Spore Cloud
{1}{G}{G}
Instant
Tap all blocking creatures. Prevent all combat damage that would be dealt this turn. Each attacking creature and each blocking creature doesn't untap during its controller's next untap step.

Spore Flower
{G}{G}
Creature -- Fungus
0/1
At the beginning of your upkeep, put a spore counter on Spore Flower.
Remove three spore counters from Spore Flower: Prevent all combat damage that would be dealt this turn.

Spore Frog
{G}
Creature -- Frog
1/1
Sacrifice Spore Frog: Prevent all combat damage that would be dealt this turn.

Sporogenesis
{3}{G}
Enchantment
At the beginning of your upkeep, you may put a fungus counter on target nontoken creature.
Whenever a creature is put into a graveyard from play, put a 1/1 green Saproling creature token into play for each fungus counter on that creature.
When Sporogenesis leaves play, remove all fungus counters from all creatures.

Spreading Algae
{G}
Enchant Land
Spreading Algae can enchant only a swamp.
When enchanted land becomes tapped, destroy that land.

When Spreading Algae is put into a graveyard from play, return Spreading Algae to its owner's hand.

Spreading Plague
{4}{B}
Enchantment
Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated.

Springing Tiger
{3}{G}
Creature -- Cat
3/3
Threshold -- Springing Tiger gets +2/+2. #(You have threshold as long as seven or more cards are in your graveyard.)#

Sprouting Vines
{2}{G}
Instant
Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.
Storm (When you play this spell, copy it for each spell played before it this turn.)

Spur Grappler
{2}{R}
Creature -- Beast
2/1
Spur Grappler gets +2/+1 as long as you control no untapped lands.

Spurnmage Advocate
{W}
Creature -- Nomad
1/1
{T}: Return two target cards in an opponent's graveyard to his or her hand.
Destroy target attacking creature.

Spurred Wolverine
{4}{R}
Creature -- Beast
3/2
Tap two untapped Beasts you control: Target creature gains first strike until end of turn.

Spy Network
{U}
Instant
Look at target player's hand, the top card of that player's library, and any face-down creatures he or she controls. Look at the top four cards of your library, then put them back in any order.

Squall
{2}{G}
Sorcery
Squall deals 2 damage to each creature with flying.

Squallmonger
{3}{G}
Creature -- Monger
3/3
{2}: Squallmonger deals 1 damage to each creature with flying and each player.
Any player may play this ability.

Squandered Resources

{B}{G}
Enchantment
Sacrifice a land: Add to your mana pool one mana of any type the sacrificed land could produce.

Squee, Goblin Nabob
{2}{R}
Creature -- Goblin Legend
1/1
At the beginning of your upkeep, if Squee, Goblin Nabob is in your graveyard, you may return Squee to your hand.

Squee's Embrace
{R}{W}
Enchant Creature
Enchanted creature gets +2/+2.
When enchanted creature is put into a graveyard, return that creature card to its owner's hand.

Squee's Revenge
{1}{U}{R}
Sorcery
Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip.

Squee's Toy
{1}
Artifact
{T}: Prevent the next 1 damage that would be dealt to target creature this turn.

Squeeze
{3}{U}
Enchantment
Sorcery spells cost {3} more to play.

Squire
{1}{W}
Creature -- Squire
1/2

Squirming Mass
{1}{B}
Creature -- Horror
1/1
Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#

Squirrel Mob
{1}{G}{G}
Creature -- Squirrel
2/2
Squirrel Mob gets +1/+1 for each other Squirrel in play.

Squirrel Nest
{1}{G}{G}
Enchant Land
Enchanted land has "{T}: Put a 1/1 green Squirrel creature token into play."

Squirrel Wrangler
{2}{G}{G}
Creature -- Druid
2/2
{1}{G}, Sacrifice a land: Put two 1/1 green Squirrel creature tokens into play.
{1}{G}, Sacrifice a land: All Squirrels get +1/+1 until end of turn.

Stabilizer
{2}
Artifact
Players can't cycle cards.

Staff of the Ages
{3}
Artifact
Creatures with landwalk abilities may be blocked as though they didn't have those abilities.

Staff of Zegon
{4}
Artifact
{3}, {T}: Target creature gets -2/-0 until end of turn.

Stag Beetle
{3}{G}{G}
Creature -- Insect
0/0
Stag Beetle comes into play with X +1/+1 counters on it, where X is the number of other creatures in play.

Stalking Assassin
{1}{U}{B}
Creature -- Assassin
1/1
{3}{U}, {T}: Tap target creature.
{3}{B}, {T}: Destroy target tapped creature.

Stalking Bloodsucker
{4}{B}{B}
Creature -- Vampire
4/4
Flying
{1}{B}, Discard a card from your hand: Stalking Bloodsucker gets +2/+2 until end of turn.

Stalking Stones
Land
{T}: Add one colorless mana to your mana pool.
{6}: Stalking Stones becomes a 3/3 artifact creature that's still a land. #(This effect doesn't end at end of turn.)#

Stalking Tiger
{3}{G}
Creature -- Tiger
3/3
Stalking Tiger can't be blocked by more than one creature.

Stamina
{2}{G}
Enchant Creature
Attacking doesn't cause enchanted creature to tap.
Sacrifice Stamina: Regenerate enchanted creature.

Stampede
{1}{G}{G}
Instant
Attacking creatures get +1/+0 and gain trample until end of turn.

Stampede Driver
{G}

Creature -- Spellshaper
1/1
{1}{G}, {T}, Discard a card from your hand: Creatures you control get +1/+1 and gain trample until end of turn.

Stampeding Wildebeests
{2}{G}{G}
Creature -- Wildebeest
5/4
Trample
At the beginning of your upkeep, return a green creature you control to its owner's hand.

Stand // Deliver
{W} // {2}{U}
Instant // Instant
Prevent the next 2 damage that would be dealt to target creature this turn. // Return target permanent to its owner's hand.

Stand or Fall
{3}{R}
Enchantment
At the beginning of your combat phase, separate all creatures defending player controls into two piles. Only creatures in the pile of that player's choice may block this turn.

Standard Bearer
{1}{W}
Creature -- Flagbearer
1/1
Whenever a spell or ability an opponent controls is put onto the stack, if that spell or ability could target a Flagbearer in play but doesn't, that opponent changes one of its targets to a Flagbearer.

Standardize
{U}{U}
Instant
Choose a creature type other than Legend or Wall. Each creature's type becomes that type until end of turn.

Standing Stones
{3}
Artifact
{1}, {T}, Pay 1 life: Add one mana of any color to your mana pool.

Standing Troops
{2}{W}
Creature -- Soldier
1/4
Attacking doesn't cause Standing Troops to tap.

Standstill
{1}{U}
Enchantment
When a player plays a spell, sacrifice Standstill. If you do, each of that player's opponents draws three cards.

Stangg
{4}{R}{G}
Creature -- Legend
3/4
When Stangg comes into play, if Stangg is in play, put a 3/4 red and green Stangg-Twin creature token into play. This creature is a Legend.
When Stangg leaves play, remove the Stangg-Twin created with it from the game.

When the Stangg-Twin created with Stangg leaves play, sacrifice Stangg.

Star Compass
{2}
Artifact
Star Compass comes into play tapped.
{T}: Add to your mana pool one mana of any color a basic land you control could produce.

Starke of Rath
{1}{R}{R}
Creature -- Legend
2/2
{T}: Destroy target artifact or creature. That permanent's controller gains control of Starke of Rath. #(This effect doesn't end at end of turn.)#

Starlight
{1}{W}
Sorcery
You gain 3 life for each black creature target opponent controls.

Starlight Invoker
{1}{W}
Creature -- Cleric Mutant
1/3
{7}{W}: You gain 5 life.

Starlit Sanctum
Land
{T}: Add {1} to your mana pool.
{W}, {T}, Sacrifice a Cleric: You gain life equal to that Cleric's toughness.
{B}, {T}, Sacrifice a Cleric: Target player loses life equal to that Cleric's power.

Starstorm
{X}{R}{R}
Instant
Starstorm deals X damage to each creature.
Cycling {3} ({3}, Discard this card from your hand: Draw a card.)

Stasis
{1}{U}
Enchantment
Players skip their untap steps.
At the beginning of your upkeep, sacrifice Stasis unless you pay {U}.

Statecraft
{3}{U}
Enchantment
Prevent all combat damage that would be dealt to and dealt by creatures you control.

Static Orb
{3}
Artifact
If Static Orb is untapped, players can't untap more than two permanents during their untap steps.

Staunch Defenders
{3}{W}{W}
Creature -- Soldier
3/4
When Staunch Defenders comes into play, you gain 4 life.

Steadfast Guard
{W}{W}
Creature -- Rebel
2/2
Attacking doesn't cause Steadfast Guard to tap.

Steal Artifact
{2}{U}{U}
Enchant Artifact
You control enchanted artifact.

Steal Enchantment
{U}{U}
Enchant Enchantment
You control enchanted enchantment.

Steal Strength
{1}{B}
Instant
Target creature gets +1/+1 until end of turn. Another target creature gets -1/-1 until end of turn.

Steam Blast
{2}{R}
Sorcery
Steam Blast deals 2 damage to each creature and each player.

Steam Vines
{1}{R}{R}
Enchant Land
When enchanted land becomes tapped, destroy it and Steam Vines deals 1 damage to that land's controller. That player moves Steam Vines to a land of his or her choice.

Steamclaw
{2}
Artifact
{3}, {T}: Remove target card in a graveyard from the game.
{1}, Sacrifice Steamclaw: Remove target card in a graveyard from the game.

Steel Golem
{3}
Artifact Creature -- Golem
3/4
You can't play creature spells.

Steel Leaf Paladin
{4}{G}{W}
Creature -- Knight
4/4
First strike
When Steel Leaf Paladin comes into play, return a green or white creature you control to its owner's hand.

Steely Resolve
{1}{G}
Enchantment
As Steely Resolve comes into play, choose a creature type.
Creatures of the chosen type can't be the targets of spells or abilities.

Stench of Decay
{1}{B}{B}
Instant
Nonartifact creatures get -1/-1 until end of turn.

Stench of Evil
{2}{B}{B}
Sorcery
Destroy all plains. For each land put into a graveyard this way, Stench of Evil deals 1 damage to that land's controller unless he or she pays {2}.

Sterling Grove
{G}{W}
Enchantment
All other enchantments you control can't be the targets of spells or abilities.
{1}, Sacrifice Sterling Grove: Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

Stern Judge
{2}{W}
Creature -- Cleric
2/2
{T}: Each player loses 1 life for each swamp he or she controls.

Stern Proctor
{U}{U}
Creature -- Wizard
1/2
When Stern Proctor comes into play, return target artifact or enchantment to its owner's hand.

Stifle
{U}
Instant
Counter target activated or triggered ability. (Mana abilities can't be countered.)

Still Life
{1}{G}{G}
Enchantment
{G}{G}: Still Life becomes a 4/3 Centaur creature until end of turn. It's still an enchantment.

Stinging Barrier
{2}{U}{U}
Creature -- Wall
0/4
#(Walls can't attack.)#
{U}, {T}: Stinging Barrier deals 1 damage to target creature or player.

Stinging Licid
{1}{U}
Creature -- Licid
1/1
{1}{U}, {T}: Stinging Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Whenever enchanted creature becomes tapped, Stinging Licid deals 2 damage to that creature's controller" and "{U}: End the effect that created this ability."

Stitch Together
{B}{B}
Sorcery
Return target creature card from your graveyard to your hand.
Threshold -- Instead return that card from your graveyard to play. (You have threshold if seven or more cards are in your graveyard.)

Stoic Champion
{W}{W}

Creature -- Soldier
2/2
Whenever a player cycles a card, Stoic Champion gets +2/+2 until end of turn.

Stone Calendar
{5}
Artifact
Spells you play cost up to {1} less to play.

Stone Giant
{2}{R}{R}
Creature -- Giant
3/4
{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. At end of turn, destroy that creature.

Stone Kavu
{4}{G}
Creature -- Kavu
3/3
{R}: Stone Kavu gets +1/+0 until end of turn.
{W}: Stone Kavu gets +0/+1 until end of turn.

Stone Rain
{2}{R}
Sorcery
Destroy target land.

Stone Spirit
{4}{R}
Creature -- Spirit
4/3
Stone Spirit can't be blocked by creatures with flying.

Stonehands
{2}{R}
Enchant Creature
Enchanted creature gets +0/+2.
{R}: Enchanted creature gets +1/+0 until end of turn.

Stone-Throwing Devils
{B}
Creature -- Devil
1/1
First strike

Stone-Tongue Basilisk
{4}{G}{G}{G}
Creature -- Basilisk
4/5
Whenever Stone-Tongue Basilisk deals combat damage to a creature, destroy that creature at end of combat.
Threshold -- All creatures able to block Stone-Tongue Basilisk do so. #(You have threshold as long as seven or more cards are in your graveyard.)#

Stonewood Invoker
{1}{G}
Creature -- Elf Mutant
2/2
{7}{G}: Stonewood Invoker gets +5/+5 until end of turn.

Storage Matrix
{3}
Artifact

As long as Storage Matrix is untapped, before a player untaps all permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands. Permanents not of the chosen type don't untap this untap step.

Storm Cauldron
{5}
Artifact
Each player may play an additional land during each of his or her turns. Whenever a land is tapped for mana, return it to its owner's hand.

Storm Crow
{1}{U}
Creature -- Bird
1/2
Flying

Storm Elemental
{5}{U}
Creature -- Elemental
3/4
Flying
{U}, Remove the top card of your library from the game: Tap target creature with flying.
{U}, Remove the top card of your library from the game: If the removed card is a snow-covered land, Storm Elemental gets +1/+1 until end of turn.

Storm Front
{G}
Enchantment
{G}{G}: Tap target creature with flying.

Storm Seeker
{3}{G}
Instant
Storm Seeker deals X damage to target player, where X is the number of cards in his or her hand.

Storm Shaman
{2}{R}
Creature -- Cleric
0/4
{R}: Storm Shaman gets +1/+0 until end of turn.

Storm Spirit
{3}{G}{W}{U}
Creature -- Spirit
3/3
Flying
{T}: Storm Spirit deals 2 damage to target creature.

Storm World
{R}
Enchant World
At the beginning of each player's upkeep, Storm World deals X damage to that player, where X is four minus the number of cards in his or her hand.

Stormbind
{1}{R}{G}
Enchantment
{2}, Discard a card at random from your hand: Stormbind deals 2 damage to target creature or player.

Stormscape Apprentice

{U}
Creature -- Wizard
1/1
{W}, {T}: Tap target creature.
{B}, {T}: Target player loses 1 life.

Stormscape Battlemage
{2}{U}
Creature -- Wizard
2/2
Kicker {W} and/or {2}{B}
When Stormscape Battlemage comes into play, if you paid the {W} kicker cost, you gain 3 life.
When Stormscape Battlemage comes into play, if you paid the {2}{B} kicker cost, destroy target nonblack creature. That creature can't be regenerated.

Stormscape Familiar
{1}{U}
Creature -- Bird
1/1
Flying
White spells and black spells you play cost {1} less to play.

Stormscape Master
{2}{U}{U}
Creature -- Wizard
2/2
{W}{W}, {T}: Target creature gains protection from the color of your choice until end of turn.
{B}{B}, {T}: Target player loses 2 life and you gain 2 life.

Stormwatch Eagle
{3}{U}
Creature -- Bird
2/1
Flying
Sacrifice a land: Return Stormwatch Eagle to its owner's hand.

Story Circle
{1}{W}{W}
Enchantment
As Story Circle comes into play, choose a color.
{W}: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

Strafe
{R}
Sorcery
Strafe deals 3 damage to target nonred creature.

Strands of Night
{2}{B}{B}
Enchantment
{B}{B}, Pay 2 life, Sacrifice a swamp: Return target creature card from your graveyard to play.

Stratadon
{10}
Artifact Creature
5/5
Stratadon costs {1} less to play for each basic land type among lands you control.
Trample

Straw Golem
{1}
Artifact Creature -- Golem
2/3
When an opponent plays a creature spell, sacrifice Straw Golem.

Stream of Life
{X}{G}
Sorcery
Target player gains X life.

Strength of Isolation
{1}{W}
Enchant Creature
Enchanted creature gets +1/+2 and has protection from black.
Madness {W} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Strength of Lunacy
{1}{B}
Enchant Creature
Enchanted creature gets +2/+1 and has protection from white.
Madness {B} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Strength of Night
{2}{G}
Instant
Kicker {B} #(You may pay an additional #{B}# as you play this spell.)#
Creatures you control get +1/+1 until end of turn. If you paid the kicker cost, Zombies you control get an additional +2/+2 until end of turn.

Strength of Unity
{3}{W}
Enchant Creature
Enchanted creature gets +1/+1 for each basic land type among lands you control.

Strip Mine
Land
{T}: Add one colorless mana to your mana pool.
{T}, Sacrifice Strip Mine: Destroy target land.

Striped Bears
{3}{G}
Creature -- Bear
2/2
When Striped Bears comes into play, draw a card.

Stroke of Genius
{X}{2}{U}
Instant
Target player draws X cards.

Stromgald Cabal
{1}{B}{B}
Creature -- Knight
2/2
{T}, Pay 1 life: Counter target white spell.

Stromgald Spy
{3}{B}
Creature -- Spy
2/4
Whenever Stromgald Spy attacks and isn't blocked, you may have defending player

play with his or her hand revealed as long as Stromgald Spy remains in play. If you do, Stromgald Spy deals no combat damage this turn.

Strongarm Tactics
{1}{B}
Sorcery
Each player discards a card from his or her hand. Then each player who didn't discard a creature card this way loses 4 life.

Strongarm Thug
{2}{B}
Creature -- Mercenary
1/1
When Strongarm Thug comes into play, you may return target Mercenary card from your graveyard to your hand.

Stronghold Assassin
{1}{B}{B}
Creature -- Assassin
2/1
{T}, Sacrifice a creature: Destroy target nonblack creature.

Stronghold Biologist
{2}{U}
Creature -- Spellshaper
1/1
{U}{U}, {T}, Discard a card from your hand: Counter target creature spell.

Stronghold Discipline
{2}{B}{B}
Sorcery
Each player loses 1 life for each creature he or she controls.

Stronghold Gambit
{1}{R}
Sorcery
Each player chooses a card in his or her hand. Then each player reveals his or her chosen card. The owner of the creature card revealed this way with the lowest converted mana cost puts that card into play. If two or more creature cards are tied for lowest cost, those cards are put into play.

Stronghold Machinist
{2}{U}
Creature -- Spellshaper
1/1
{U}{U}, {T}, Discard a card from your hand: Counter target noncreature spell.

Stronghold Taskmaster
{2}{B}{B}
Creature -- Minion
4/3
All other black creatures get -1/-1.

Stronghold Zeppelin
{2}{U}{U}
Creature -- Ship
3/3
Flying
Stronghold Zeppelin may block only creatures with flying.

Stun
{1}{R}
Instant
Target creature can't block this turn.

Draw a card.

Stunted Growth
{3}{G}{G}
Sorcery
Target player chooses three cards from his or her hand and puts them on top of his or her library in any order.

Stupefying Touch
{1}{U}
Enchant Creature
When Stupefying Touch comes into play, draw a card.
Enchanted creature's activated abilities can't be played.

Stupor
{2}{B}
Sorcery
Target opponent discards a card at random from his or her hand, then discards a card from his or her hand.

Subdue
{G}
Instant
Prevent all combat damage that would be dealt by target creature this turn. That creature gets +0/+X until end of turn, where X is its converted mana cost.

Submerge
{4}{U}
Instant
If an opponent controls a forest and you control an island, you may play Submerge without paying its mana cost.
Put target creature on top of its owner's library.

Subterranean Hangar
Land
Subterranean Hangar comes into play tapped.
{T}: Put a storage counter on Subterranean Hangar.
{T}, Remove any number of storage counters from Subterranean Hangar: Add one black mana to your mana pool for each storage counter removed this way.

Subterranean Spirit
{3}{R}{R}
Creature -- Elemental
3/3
Protection from red
{T}: Subterranean Spirit deals 1 damage to each creature without flying.

Subversion
{3}{B}{B}
Enchantment
At the beginning of your upkeep, each opponent loses 1 life. You gain life equal to the life lost this way.

Su-Chi
{4}
Artifact Creature
4/4
When Su-Chi is put into a graveyard from play, add four colorless mana to your mana pool.

Sudden Impact
{3}{R}
Instant
Sudden Impact deals damage equal to the number of cards in target player's hand

to that player.

Sudden Strength
{3}{G}
Instant
Target creature gets +3/+3 until end of turn.
Draw a card.

Suffocating Blast
{1}{U}{U}{R}
Instant
Counter target spell and Suffocating Blast deals 3 damage to target creature.

Suffocation
{1}{U}
Instant
Suffocation deals 4 damage to target player who played a red instant or sorcery spell that dealt damage to you this turn.
Draw a card at the beginning of the next turn's upkeep.

Sulam Djinn
{5}{G}
Creature -- Djinn
6/6
Trample
Sulam Djinn gets -2/-2 as long as green is the most common color among all permanents or is tied for most common.

Suleiman's Legacy
{R}{W}
Enchantment
When Suleiman's Legacy comes into play, destroy all Djinns and Efreets. They can't be regenerated.
Whenever a Djinn or Efreet comes into play, destroy it. It can't be regenerated.

Sulfur Vent
Land
Sulfur Vent comes into play tapped.
{T}: Add {B} to your mana pool.
{T}, Sacrifice Sulfur Vent: Add {U}{R} to your mana pool.

Sulfuric Vapors
{3}{R}
Enchantment
If a red spell would deal damage to a creature or player, it deals that much damage plus 1 to that creature or player instead.

Sulfuric Vortex
{1}{R}{R}
Enchantment
At the beginning of each player's upkeep, Sulfuric Vortex deals 2 damage to that player.
If a player would gain life, that player gains no life instead.

Sulfurous Springs
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {B} or {R} to your mana pool. Sulfurous Springs deals 1 damage to you.

Summer Bloom
{1}{G}
Sorcery
You may play up to three additional lands this turn.

Sun Clasp
{1}{W}
Enchant Creature
Enchanted creature gets +1/+3.
{W}: Return enchanted creature to its owner's hand.

Sunastian Falconer
{3}{R}{G}
Creature -- Legend
4/4
{T}: Add two colorless mana to your mana pool.

Sunder
{3}{U}{U}
Instant
Return all lands to their owners' hands.

Sunfire Balm
{2}{W}
Instant
Prevent the next 4 damage that would be dealt to target creature or player this turn.
Cycling {1}{W} ({1}{W}, Discard this card from your hand: Draw a card.)
When you cycle Sunfire Balm, you may prevent the next 1 damage that would be dealt to target creature or player this turn.

Sunglasses of Urza
{3}
Artifact
{W}: Add {R} to your mana pool.

Sungrass Egg
{1}
Artifact
{2}, {T}, Sacrifice Sungrass Egg: Add {G}{W} to your mana pool. Draw a card.

Sungrass Prairie
Land
{1}, {T}: Add {G}{W} to your mana pool.

Sunken City
{U}{U}
Enchantment
Blue creatures get +1/+1.
At the beginning of your upkeep, sacrifice Sunken City unless you pay {U}{U}.

Sunken Field
{1}{U}
Enchant Land
Enchanted land has "{T}: Counter target spell unless its controller pays {1}."

Sunken Hope
{3}{U}{U}
Enchantment
At the beginning of each player's upkeep, that player returns a creature he or she controls to its owner's hand.

Sunscape Apprentice
{W}
Creature -- Wizard
1/1
{G}, {T}: Target creature gets +1/+1 until end of turn.
{U}, {T}: Put target creature you control on top of its owner's library.

Sunscape Battlemage
{2}{W}
Creature -- Wizard
2/2
Kicker {1}{G} and/or {2}{U}
When Sunscape Battlemage comes into play, if you paid the {1}{G} kicker cost, destroy target creature with flying.
When Sunscape Battlemage comes into play, if you paid the {2}{U} kicker cost, draw two cards.

Sunscape Familiar
{1}{W}
Creature -- Wall
0/3
#(Walls can't attack.)#
Green spells and blue spells you play cost {1} less to play.

Sunscape Master
{2}{W}{W}
Creature -- Wizard
2/2
{G}{G}, {T}: Creatures you control get +2/+2 until end of turn.
{U}{U}, {T}: Return target creature to its owner's hand.

Sunstone
{3}
Artifact
{2}, Sacrifice a snow-covered land: Prevent all combat damage that would be dealt this turn.

Sunstrike Legionnaire
{1}{W}
Creature -- Soldier
1/2
Sunstrike Legionnaire doesn't untap during your untap step.
Whenever another creature comes into play, untap Sunstrike Legionnaire.
{T}: Tap target creature with converted mana cost 3 or less.

Suntail Hawk
{W}
Creature -- Bird
1/1
Flying

Sunweb
{3}{W}
Creature -- Wall
5/6
#(Walls can't attack.)#
Flying
Sunweb can't block creatures with power 2 or less.

Superior Numbers
{G}{G}
Sorcery
Superior Numbers deals to target creature damage equal to the number of creatures you control in excess of the number of creatures that creature's controller controls.

Suppress
{2}{B}
Sorcery
Target player removes all cards in his or her hand from the game face down. At the end of that player's next turn, that player returns those cards to his or

her hand.

Supreme Inquisitor
{3}{U}{U}
Creature -- Wizard Lord
1/3
Tap five untapped Wizards you control: Search target player's library for up to five cards and remove them from the game. Then that player shuffles his or her library.

Suq'Ata Assassin
{1}{B}{B}
Creature -- Minion
1/1
Fear #(This creature can't be blocked except by artifact creatures and/or black creatures.)#
Whenever Suq'Ata Assassin attacks and isn't blocked, defending player gets a poison counter. #(A player with ten or more poison counters loses the game.)#

Suq'Ata Firewalker
{1}{U}{U}
Creature -- Wizard
0/1
Suq'Ata Firewalker can't be the target of red spells or abilities from red sources.
{T}: Suq'Ata Firewalker deals 1 damage to target creature or player.

Suq'Ata Lancer
{2}{R}
Creature -- Knight
2/2
Haste #(The creature may attack and #{T}# the turn it comes under your control.)#
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#

Surge of Strength
{R}{G}
Instant
As an additional cost to play Surge of Strength, discard a red or green card from your hand.
Target creature gains trample and gets +X/+0 until end of turn, where X is its converted mana cost.

Surprise Deployment
{3}{W}
Instant
Play Surprise Deployment only during combat.
Put a nonwhite creature card from your hand into play. At end of turn, return that creature to your hand. #(Return it only if it's in play.)#

Survival of the Fittest
{1}{G}
Enchantment
{G}, Discard a creature card from your hand: Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

Sustainer of the Realm
{2}{W}{W}
Creature -- Angel
2/3
Flying
Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn.

Sustaining Spirit
{1}{W}
Creature -- Guardian
0/3
Cumulative upkeep {1}{W}
Damage that would reduce your life total to less than 1 reduces it to 1 instead.

Sustenance
{1}{G}
Enchantment
{1}, Sacrifice a land: Target creature gets +1/+1 until end of turn.

Sutured Ghoul
{4}{B}{B}{B}
Creature -- Zombie
/
Trample
As Sutured Ghoul comes into play, remove any number of creature cards in your graveyard from the game.
Sutured Ghoul's power is equal to the total power of the removed cards and its toughness is equal to their total toughness. (A * on a card not in play is 0.)

Svyelunite Priest
{1}{U}
Creature -- Merfolk
1/1
{U}{U}, {T}: Target creature can't be the target of spells or abilities this turn. Play this ability only during your upkeep.

Svyelunite Temple
Land
Svyelunite Temple comes into play tapped.
{T}: Add {U} to your mana pool.
{T}, Sacrifice Svyelunite Temple: Add {U}{U} to your mana pool.

Swamp
Land
[B]

Swamp Mosquito
{1}{B}
Creature -- Mosquito
0/1
Flying
Whenever Swamp Mosquito attacks and isn't blocked, defending player gets a poison counter. #(A player with ten or more poison counters loses the game.)#

Swat
{1}{B}{B}
Instant
Destroy target creature with power 2 or less.
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Sway of Illusion
{1}{U}
Instant
Any number of target creatures become the color of your choice until end of turn.
Draw a card.

Swelter
{3}{R}
Sorcery
Swelter deals 2 damage to each of two target creatures.

Swirling Sandstorm
{3}{R}
Sorcery
Threshold -- Swirling Sandstorm deals 5 damage to each creature without flying. (You have threshold if seven or more cards are in your graveyard.)

Swooping Talon
{4}{W}{W}
Creature -- Bird Soldier
2/6
Flying
{1}: Swooping Talon loses flying until end of turn.
Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Sword Dancer
{1}{W}
Creature -- Rebel
1/2
{W}{W}: Target attacking creature gets -1/-0 until end of turn.

Sword of the Ages
{6}
Artifact
Sword of the Ages comes into play tapped.
{T}, Remove Sword of the Ages and any number of creatures you control from the game: Sword of the Ages deals X damage to target creature or player, where X is the total power of the creatures removed from the game this way.

Sword of the Chosen
{2}
Legendary Artifact
{T}: Target Legend creature gets +2/+2 until end of turn.

Swords to Plowshares
{W}
Instant
Remove target creature from the game. Its controller gains life equal to its power.

Sworn Defender
{2}{W}{W}
Creature -- Knight
1/3
{1}: Sworn Defender's power becomes the toughness of target creature blocking or being blocked by Sworn Defender minus 1 until end of turn, and Sworn Defender's toughness becomes 1 plus the power of that creature until end of turn.

Sylvan Hierophant
{1}{G}
Creature -- Cleric
1/2
When Sylvan Hierophant is put into a graveyard from play, remove Sylvan Hierophant from the game, then return target creature card from your graveyard to your hand.

Sylvan Library
{1}{G}
Enchantment
At the beginning of your draw step, you may draw two cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

Sylvan Messenger
{3}{G}
Creature -- Elf
2/2
Trample
When Sylvan Messenger comes into play, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library.

Sylvan Might
{1}{G}
Instant
Target creature gets +2/+2 and gains trample until end of turn.
Flashback {2}{G}{G} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Sylvan Paradise
{G}
Instant
Any number of target creatures become green until end of turn.

Sylvan Safekeeper
{G}
Creature -- Wizard
1/1
Sacrifice a land: Target creature you control can't be the target of spells or abilities this turn.

Symbiosis
{1}{G}
Instant
Two target creatures each get +2/+2 until end of turn.

Symbiotic Beast
{4}{G}{G}
Creature -- Beast
4/4
When Symbiotic Beast is put into a graveyard from play, put four 1/1 green Insect creature tokens into play.

Symbiotic Deployment
{2}{G}
Enchantment
Skip your draw step.
{1}, Tap two untapped creatures you control: Draw a card.

Symbiotic Elf
{3}{G}
Creature -- Elf
2/2
When Symbiotic Elf is put into a graveyard from play, put two 1/1 green Insect creature tokens into play.

Symbiotic Wurm
{5}{G}{G}{G}
Creature -- Wurm
7/7
When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

Synapse Sliver
{4}{U}
Creature -- Sliver
3/3

Whenever a Sliver deals combat damage to a player, its controller may draw a card.

Syncopate
{X}{U}
Instant
Counter target spell unless its controller pays {X}. If that spell is countered this way, remove it from the game instead of putting it into its owner's graveyard.

Syphon Mind
{3}{B}
Sorcery
Each other player discards a card from his or her hand. You draw a card for each card discarded this way.

Syphon Soul
{2}{B}
Sorcery
Syphon Soul deals 2 damage to each other player. You gain life equal to the damage dealt this way.

Tablet of Epityr
{1}
Artifact
Whenever an artifact you control is put into a graveyard from play, you may pay {1}. If you do, you gain 1 life.

Tahngarth, Talruum Hero
{3}{R}{R}
Creature -- Minotaur Legend
4/4
Attacking doesn't cause Tahngarth, Talruum Hero to tap.
{1}{R}, {T}: Tahngarth deals damage equal to its power to target creature. That creature deals damage equal to its power to Tahngarth.

Tahngarth's Glare
{R}
Sorcery
Look at the top three cards of target opponent's library, then put them back in any order. That player looks at the top three cards of your library, then puts them back in any order.

Tahngarth's Rage
{R}
Enchant Creature
Enchanted creature gets +3/+0 as long as it's attacking. Otherwise, it gets -2/-1.

Taiga
Land
Taiga is a mountain and a forest in addition to its land type.

Tainted AEther
{2}{B}{B}
Enchantment
Whenever a creature comes into play, its controller sacrifices a creature or land.

Tainted Field
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {W} or {B} to your mana pool. Play this ability only if you control a swamp.

Tainted Isle
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {U} or {B} to your mana pool. Play this ability only if you control a swamp.

Tainted Pact
{1}{B}
Instant
Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.

Tainted Peak
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {B} or {R} to your mana pool. Play this ability only if you control a swamp.

Tainted Specter
{3}{B}
Creature -- Specter
2/2
Flying
{1}{B}{B}, {T}: Target player puts a card from his or her hand into his or her graveyard or on top of his or her library. If the card is put into that player's graveyard, Tainted Specter deals 1 damage to each creature and each player. Play this ability only any time you could play a sorcery.

Tainted Well
{2}{B}
Enchant Land
When Tainted Well comes into play, draw a card.
Enchanted land is a swamp.

Tainted Wood
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {B} or {G} to your mana pool. Play this ability only if you control a swamp.

Takklemaggot
{2}{B}{B}
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, put a -0/-1 counter on enchanted creature.
When enchanted creature is put into a graveyard, enchanted creature's controller returns Takklemaggot to play from its owner's graveyard. If Takklemaggot can't enchant a creature, it becomes a global enchantment under that player's control with "At the beginning of your upkeep, Takklemaggot deals 1 damage to you" instead.

Talon Sliver
{1}{W}
Creature -- Sliver
1/1
All Slivers have first strike.

Talruum Champion
{4}{R}
Creature -- Minotaur
3/3

First strike
Whenever Talruum Champion blocks or becomes blocked by a creature, that creature loses first strike until end of turn.

Talruum Minotaur
{2}{R}{R}
Creature -- Minotaur
3/3
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Talruum Piper
{4}{R}
Creature -- Minotaur
3/3
All creatures with flying able to block Talruum Piper do so.

Tangle
{1}{G}
Instant
Prevent all combat damage that would be dealt this turn.
Each attacking creature doesn't untap during its controller's next untap step.

Tangle Kelp
{U}
Enchant Creature
When Tangle Kelp comes into play, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step if it attacked during its controller's last turn.

Tangle Wire
{3}
Artifact
Fading 4 #(This artifact comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.

Taniwha
{3}{U}{U}
Creature -- Legend
7/7
Phasing, trample
At the beginning of your upkeep, all lands you control phase out.

Tar Pit Warrior
{2}{B}
Creature -- Giant
3/4
When Tar Pit Warrior becomes the target of a spell or ability, sacrifice it.

Tariff
{1}{W}
Sorcery
Each player sacrifices the creature he or she controls with the highest converted mana cost unless he or she pays that creature's mana cost. If two creatures a player controls are tied for highest cost, that player chooses one.

Tarnished Citadel
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add one mana of any color to your mana pool. Tarnished Citadel deals 3 damage to you.

Tarpan
{G}
Creature -- Tarpan
1/1
When Tarpan is put into a graveyard from play, you gain 1 life.

Task Force
{2}{W}
Creature -- Rebel
1/3
Whenever Task Force becomes the target of a spell or ability, it gets +0/+3 until end of turn.

Task Mage Assembly
{2}{R}
Enchantment
When there are no creatures in play, sacrifice Task Mage Assembly.
{2}: Task Mage Assembly deals 1 damage to target creature. Any player may play this ability but only any time he or she could play a sorcery.

Taste of Paradise
{3}{G}
Sorcery
As an additional cost to play Taste of Paradise, you may pay {1}{G} any number of times.
You gain 3 life plus an additional 3 life for each additional {1}{G} you paid.

Tattoo Ward
{2}{W}
Enchant Creature
Enchanted creature gets +1/+1 and has protection from enchantments. This effect doesn't remove Tattoo Ward.
Sacrifice Tattoo Ward: Destroy target enchantment.

Taunting Elf
{G}
Creature -- Elf
0/1
All creatures able to block Taunting Elf do so.

Tawnos's Coffin
{4}
Artifact
You may choose not to untap Tawnos's Coffin during your untap step.
{3}, {T}: Target creature phases out. It can't phase in as long as Tawnos's Coffin remains tapped. When Tawnos's Coffin leaves play or becomes untapped, the creature phases in tapped.

Tawnos's Wand
{4}
Artifact
{2}, {T}: Target creature with power 2 or less is unblockable this turn.

Tawnos's Weaponry
{2}
Artifact
You may choose not to untap Tawnos's Weaponry during your untap step.
{2}, {T}: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped.

Tectonic Break
{X}{R}{R}
Sorcery

Each player sacrifices X lands.

Tectonic Instability
{2}{R}
Enchantment
Whenever a land comes into play, tap all lands its controller controls.

Teeka's Dragon
{9}
Artifact Creature -- Dragon
5/5
Flying, trample; rampage 4 #(Whenever this creature becomes blocked by two or more creatures, it gets +4/+4 until end of turn for each creature blocking it beyond the first.)#

Teferi's Care
{2}{W}
Enchantment
{W}, Sacrifice an enchantment: Destroy target enchantment.
{3}{U}{U}: Counter target enchantment spell.

Teferi's Curse
{1}{U}
Enchant Permanent
Teferi's Curse can enchant only an artifact or a creature.
Enchanted permanent has phasing.

Teferi's Drake
{2}{U}
Creature -- Drake
3/2
Flying, phasing

Teferi's Honor Guard
{2}{W}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{U}{U}: Teferi's Honor Guard phases out.

Teferi's Imp
{2}{U}
Creature -- Imp
1/1
Flying, phasing
Whenever Teferi's Imp phases out, discard a card from your hand.
Whenever Teferi's Imp phases in, draw a card.

Teferi's Isle
Legendary Land
Phasing
Teferi's Isle comes into play tapped.
{T}: Add {U}{U} to your mana pool.

Teferi's Moat
{3}{W}{U}
Enchantment
As Teferi's Moat comes into play, choose a color.
Creatures of the chosen color without flying can't attack you.

Teferi's Puzzle Box
{4}
Artifact

At the beginning of each player's draw step, that player puts the cards in his or her hand on the bottom of his or her library in any order, then draws that many cards.

Teferi's Realm
{1}{U}{U}
Enchant World
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All nontoken permanents of that type phase out.

Teferi's Response
{1}{U}
Instant
Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. Draw two cards.

Teferi's Veil
{1}{U}
Enchantment
Whenever a creature you control attacks, it phases out at end of combat.

Tek
{5}
Artifact Creature -- Dragon
2/2
Tek gets +0/+2 as long as you control a plains, has flying as long as you control an island, gets +2/+0 as long as you control a swamp, has first strike as long as you control a mountain, and has trample as long as you control a forest.

Telekinesis
{U}{U}
Instant
Tap target creature. Prevent all combat damage that would be dealt by that creature this turn. It doesn't untap during its controller's next two untap steps.

Telekinetic Bonds
{2}{U}{U}{U}
Enchantment
Whenever a player discards a card from his or her hand, you may pay {1}{U}. If you do, tap or untap target permanent.

Telepathic Spies
{2}{U}
Creature -- Wizard
2/2
When Telepathic Spies comes into play, look at target opponent's hand.

Telepathy
{U}
Enchantment
Your opponents play with their hands revealed.

Teleport
{U}{U}{U}
Instant
Play only during combat before the declare blockers step.
Target creature is unblockable this turn.

Telethopter
{4}

Artifact Creature
3/1
Tap an untapped creature you control: Telethopter gains flying until end of turn.

Telim'Tor
{4}{R}
Creature -- Legend
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
Whenever Telim'Tor attacks, all attacking creatures with flanking get +1/+1 until end of turn.

Telim'Tor's Darts
{2}
Artifact
{2}, {T}: Telim'Tor's Darts deals 1 damage to target player.

Telim'Tor's Edict
{R}
Instant
Remove target permanent you own or control from the game.
Draw a card at the beginning of the next turn's upkeep.

Temper
{X}{1}{W}
Instant
Prevent the next X damage that would be dealt to target creature this turn. For each 1 damage prevented this way, put a +1/+1 counter on that creature.

Tempest Drake
{1}{W}{U}
Creature -- Drake
2/2
Flying
Attacking doesn't cause Tempest Drake to tap.

Tempest Efreet
{1}{R}{R}{R}
Creature -- Efreet
3/3
Remove Tempest Efreet from your deck before playing if you're not playing for ante.
{T}, Sacrifice Tempest Efreet: Target opponent may pay 10 life. If that player doesn't, he or she reveals a card at random from his or her hand. Exchange ownership of the revealed card and Tempest Efreet. Put the revealed card into your hand and Tempest Efreet from anywhere into that player's graveyard.

Temple of the False God
Land
{T}: Add {2} to your mana pool. Play this ability only if you control five or more lands.

Temporal Adept
{1}{U}{U}
Creature -- Wizard
1/1
{U}{U}{U}, {T}: Return target permanent to its owner's hand.

Temporal Aperture
{2}
Artifact
{5}, {T}: Shuffle your library and reveal the top card. Until end of turn, as

long as that card remains on top of your library, you may play the card as though it were in your hand without paying its mana cost. If the spell has {X} in its mana cost, X is 0.

Temporal Distortion
{3}{U}{U}
Enchantment
Whenever a creature or land becomes tapped, put an hourglass counter on it. Permanents with an hourglass counter on them don't untap during their controllers' untap steps.
At the beginning of each player's upkeep, remove all hourglass counters from permanents that player controls.

Temporal Fissure
{4}{U}
Sorcery
Return target permanent to its owner's hand.
Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Temporal Spring
{1}{G}{U}
Sorcery
Put target permanent on top of its owner's library.

Temporary Insanity
{3}{R}
Instant
Untap target creature with power less than the number of cards in your graveyard and gain control of it until end of turn. That creature gains haste until end of turn.

Tempting Licid
{2}{G}
Creature -- Licid
2/2
{G}, {T}: Tempting Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "All creatures able to block enchanted creature do so" and "{G}: End the effect that created this ability."

Tempting Wurm
{1}{G}
Creature -- Wurm
5/5
When Tempting Wurm comes into play, each opponent may put any number of artifact, creature, enchantment, and/or land cards from his or her hand into play.

Tendrils of Agony
{2}{B}{B}
Sorcery
Target player loses 2 life and you gain 2 life.
Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Tendrils of Despair
{B}
Sorcery
As an additional cost to play Tendrils of Despair, sacrifice a creature.
Target opponent discards two cards from his or her hand.

Tephraderm
{4}{R}
Creature -- Beast

4/5
Whenever a creature deals damage to Tephraderm, Tephraderm deals that much damage to that creature.
Whenever a spell deals damage to Tephraderm, Tephraderm deals that much damage to that spell's controller.

Teremko Griffin
{3}{W}
Creature -- Griffin
2/2
Banding, flying

Terminal Moraine
Land
{T}: Add one colorless mana to your mana pool.
{2}, {T}, Sacrifice Terminal Moraine: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Terminate
{B}{R}
Instant
Destroy target creature. It can't be regenerated.

Teroh's Faithful
{3}{W}
Creature -- Cleric
1/4
When Teroh's Faithful comes into play, you gain 4 life.

Teroh's Vanguard
{3}{W}
Creature -- Nomad
2/3
You may play Teroh's Vanguard any time you could play an instant.
Threshold -- When Teroh's Vanguard comes into play, creatures you control gain protection from black until end of turn. #(You have threshold if seven or more cards are in your graveyard.)#

Terrain Generator
Land
{T}: Add one colorless mana to your mana pool.
{2}, {T}: Put a basic land card from your hand into play tapped.

Terravore
{1}{G}{G}
Creature -- Lhurgoyf
/
Trample
Terravore's power and toughness are each equal to the number of land cards in all graveyards.

Territorial Dispute
{4}{R}{R}
Enchantment
Players can't play lands.
At the beginning of your upkeep, sacrifice Territorial Dispute unless you sacrifice a land.

Terror
{1}{B}
Instant
Destroy target nonartifact, nonblack creature. It can't be regenerated.

Test of Endurance

{2}{W}{W}
Enchantment
At the beginning of your upkeep, if you have 50 or more life, you win the game.

Testament of Faith
{W}
Enchantment
{X}: Testament of Faith becomes an X/X Wall creature until end of turn. It's still an enchantment. #(Walls can't attack.)#

Tethered Griffin
{W}
Creature -- Griffin
2/3
Flying
When you control no enchantments, sacrifice Tethered Griffin.

Tethered Skirge
{2}{B}
Creature -- Imp
2/2
Flying
Whenever Tethered Skirge becomes the target of a spell or ability, you lose 1 life.

Tetravus
{6}
Artifact Creature
1/1
Flying
Tetravus comes into play with three +1/+1 counters on it.
At the beginning of your upkeep, you may remove any number of Tetravites created with Tetravus from the game. For each Tetravite removed this way, put a +1/+1 counter on Tetravus. Then you may remove any number of +1/+1 counters from Tetravus. For each +1/+1 counter removed this way, put into play a 1/1 Tetravite artifact creature token with flying and with "Tetravite can't be enchanted."

Tetsuo Umezawa
{U}{B}{R}
Creature -- Legend
3/3
Tetsuo Umezawa can't be the target of enchant creature spells.
{U}{B}{B}{R}, {T}: Destroy target tapped or blocking creature.

Thalakos Deceiver
{3}{U}
Creature -- Wizard
1/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
When Thalakos Deceiver attacks and is not blocked, you may sacrifice it. If you do, gain control of target creature. #(This effect doesn't end at end of turn.)#

Thalakos Dreamsower
{2}{U}
Creature -- Wizard
1/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
You may choose not to untap Thalakos Dreamsower during your untap step.
Whenever Thalakos Dreamsower deals damage to an opponent, tap target creature. That creature doesn't untap during its controller's untap step as long as Thalakos Dreamsower remains tapped.

Thalakos Drifters
{2}{U}{U}

Creature -- Townsfolk
3/3
Discard a card from your hand: Thalakos Drifters gains shadow until end of turn.
#(This creature may block or be blocked by only creatures with shadow.)#

Thalakos Lowlands
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {W} or {U} to your mana pool. Thalakos Lowlands doesn't untap during its controller's next untap step.

Thalakos Mistfolk
{2}{U}
Creature -- Illusion
2/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
{U}: Put Thalakos Mistfolk on top of its owner's library.

Thalakos Scout
{2}{U}
Creature -- Soldier
2/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
Discard a card from your hand: Return Thalakos Scout to its owner's hand.

Thalakos Seer
{U}{U}
Creature -- Wizard
1/1
Shadow #(This creature may block or be blocked by only creatures with shadow.)#
When Thalakos Seer leaves play, draw a card.

Thalakos Sentry
{1}{U}
Creature -- Soldier
1/2
Shadow #(This creature may block or be blocked by only creatures with shadow)#

Thallid
{G}
Creature -- Fungus
1/1
At the beginning of your upkeep, put a spore counter on Thallid.
Remove three spore counters from Thallid: Put a 1/1 green Saproling creature token into play.

Thallid Devourer
{1}{G}{G}
Creature -- Fungus
2/2
At the beginning of your upkeep, put a spore counter on Thallid Devourer.
Remove three spore counters from Thallid Devourer: Put a 1/1 green Saproling creature token into play.
Sacrifice a Saproling: Thallid Devourer gets +1/+2 until end of turn.

Thaumatog
{1}{G}{W}
Creature -- Atog
1/2
Sacrifice a land: Thaumatog gets +1/+1 until end of turn.
Sacrifice an enchantment: Thaumatog gets +1/+1 until end of turn.

Thawing Glaciers
Land

Thawing Glaciers comes into play tapped.
{1}, {T}: Search your library for a basic land card and put that card into play tapped. Then shuffle your library. If it's the end phase, return Thawing Glaciers to its owner's hand. Otherwise, return Thawing Glaciers to its owner's hand at end of turn.

The Abyss
{3}{B}
Enchant World
At the beginning of each player's upkeep, destroy target nonartifact creature that player controls of his or her choice. It can't be regenerated.

The Brute
{1}{R}
Enchant Creature
Enchanted creature gets +1/+0.
{R}{R}{R}: Regenerate enchanted creature.

The Fallen
{1}{B}{B}{B}
Creature -- Fallen
2/3
At the beginning of your upkeep, The Fallen deals 1 damage to each opponent it has dealt damage to this game.

The Hive
{5}
Artifact
{5}, {T}: Put a 1/1 Wasp artifact creature token with flying into play.

The Lady of the Mountain
{4}{R}{G}
Creature -- Legend
5/5

The Rack
{1}
Artifact
As The Rack comes into play, choose an opponent.
At the beginning of the chosen player's upkeep, The Rack deals X damage to that player, where X is three minus the number of cards in his or her hand.

The Tabernacle at Pendrell Vale
Legendary Land
All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay {1}."

The Wretched
{3}{B}{B}
Creature -- Wretched
2/5
At end of combat, gain control of all creatures blocking The Wretched as long as you control The Wretched.

Theft of Dreams
{2}{U}
Sorcery
For each tapped creature target opponent controls, draw a card.

Thelonite Druid
{2}{G}
Creature -- Cleric
1/1
{1}{G}, {T}, Sacrifice a creature: Until end of turn, all forests you control

become 2/3 creatures that are still lands.

Thelonite Monk
{2}{G}{G}
Creature -- Cleric
1/2
{T}, Sacrifice a green creature: Target land becomes a forest. #(This effect doesn't end at end of turn.)#

Thelon's Chant
{1}{G}{G}
Enchantment
At the beginning of your upkeep, sacrifice Thelon's Chant unless you pay {G}.
Whenever a player puts a swamp into play, Thelon's Chant deals 3 damage to that player unless he or she puts a -1/-1 counter on a creature he or she controls.

Thelon's Curse
{G}{G}
Enchantment
Blue creatures don't untap during their controllers' untap steps.
Blue creatures have "At the beginning of your upkeep, you may pay {U}. If you do, untap this creature."

Thermal Blast
{4}{R}
Instant
Thermal Blast deals 3 damage to target creature.
Threshold -- Thermal Blast deals 5 damage to that creature instead. #(You have threshold if seven or more cards are in your graveyard.)#

Thermal Glider
{2}{W}
Creature -- Rebel
2/1
Flying, protection from red

Thermokarst
{1}{G}{G}
Sorcery
Destroy target land. If it's a snow-covered land, you gain 1 life.

Thicket Basilisk
{3}{G}{G}
Creature -- Basilisk
2/4
Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Thicket Elemental
{3}{G}{G}
Creature -- Elemental
4/4
Kicker {1}{G} #(You may pay an additional #{1}{G}# as you play this spell.)#
When Thicket Elemental comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library.

Thieves' Auction
{4}{R}{R}{R}
Sorcery
Set aside all nontoken permanents. You choose one of those cards and put it into play tapped under your control. Then your opponent chooses one and puts it into play tapped under his or her control. Repeat this process until all cards set

aside this way have been chosen. #(Local enchantments with no permanent to enchant remain removed from the game.)#

Thieving Magpie
{2}{U}{U}
Creature -- Bird
1/3
Flying
Whenever Thieving Magpie deals damage to an opponent, you draw a card.

Think Tank
{2}{U}
Enchantment
At the beginning of your upkeep, look at the top card of your library. You may put that card into your graveyard.

Thirst
{2}{U}
Enchant Creature
When Thirst comes into play, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
At the beginning of your upkeep, sacrifice Thirst unless you pay {U}.

Thopter Squadron
{5}
Artifact Creature
0/0
Flying
Thopter Squadron comes into play with three +1/+1 counters on it.
{1}, Remove a +1/+1 counter from Thopter Squadron: Put a 1/1 Thopter artifact creature token with flying into play. Play this ability only any time you could play a sorcery.
{1}, Sacrifice a Thopter: Put a +1/+1 counter on Thopter Squadron. Play this ability only any time you could play a sorcery.

Thorn Elemental
{5}{G}{G}
Creature -- Elemental
7/7
You may have Thorn Elemental deal its combat damage to defending player as though it weren't blocked.

Thorn Thallid
{1}{G}{G}
Creature -- Fungus
2/2
At the beginning of your upkeep, put a spore counter on Thorn Thallid.
Remove three spore counters from Thorn Thallid: Thorn Thallid deals 1 damage to target creature or player.

Thornscape Apprentice
{G}
Creature -- Wizard
1/1
{W}, {T}: Tap target creature.
{R}, {T}: Target creature gains first strike until end of turn.

Thornscape Battlemage
{2}{G}
Creature -- Wizard
2/2
Kicker {R} and/or {W}
When Thornscape Battlemage comes into play, if you paid the {R} kicker cost, Thornscape Battlemage deals 2 damage to target creature or player.

When Thornscape Battlemage comes into play, if you paid the {W} kicker cost, destroy target artifact.

Thornscape Familiar
{1}{G}
Creature -- Insect
2/1
Red spells and white spells you play cost {1} less to play.

Thornscape Master
{2}{G}{G}
Creature -- Wizard
2/2
{R}{R}, {T}: Thornscape Master deals 2 damage to target creature.
{W}{W}, {T}: Target creature gains protection from the color of your choice until end of turn.

Thornwind Faeries
{1}{U}{U}
Creature -- Faerie
1/1
Flying
{T}: Thornwind Faeries deals 1 damage to target creature or player.

Thought Devourer
{2}{U}{U}
Creature -- Beast
4/4
Flying
Your maximum hand size is reduced by four.

Thought Eater
{1}{U}
Creature -- Beast
2/2
Flying
Your maximum hand size is reduced by three.

Thought Lash
{2}{U}{U}
Enchantment
Cumulative upkeep -- Remove the top card of your library from the game. If you don't pay the cumulative upkeep, remove your library from the game.
Remove the top card of your library from the game: Prevent the next 1 damage that would be dealt to you this turn.

Thought Nibbler
{U}
Creature -- Beast
1/1
Flying
Your maximum hand size is reduced by two.

Thoughtbound Primoc
{2}{R}
Creature -- Bird Beast
2/3
Flying
At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Thoughtlace
{U}
Instant

Target spell or permanent becomes blue. #(Mana symbols on that permanent remain unchanged.)#

Thoughtleech
{G}{G}
Enchantment
Whenever an island an opponent controls becomes tapped, you may gain 1 life.

Thran Dynamo
{4}
Artifact
{T}: Add three colorless mana to your mana pool.

Thran Forge
{3}
Artifact
{2}: Target nonartifact creature becomes an artifact creature and gets +1/+0 until end of turn.

Thran Foundry
{1}
Artifact
{1}, {T}, Remove Thran Foundry from the game: Target player shuffles his or her graveyard into his or her library.

Thran Golem
{5}
Artifact Creature -- Golem
3/3
As long as Thran Golem is enchanted, it gets +2/+2 and has flying, first strike, and trample.

Thran Lens
{2}
Artifact
All permanents are colorless.

Thran Quarry
Land
At end of turn, if you control no creatures, sacrifice Thran Quarry.
{T}: Add one mana of any color to your mana pool.

Thran Tome
{4}
Artifact
{5}, {T}: Reveal the top three cards of your library. An opponent chooses one of those cards. Put that card into your graveyard and draw the rest.

Thran Turbine
{1}
Artifact
At the beginning of your upkeep, you may add up to two colorless mana to your mana pool. You can't spend this mana to play spells.

Thran War Machine
{4}
Artifact Creature
4/5
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
Thran War Machine attacks each turn if able.

Thran Weaponry
{4}

Artifact
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
You may choose not to untap Thran Weaponry during your untap step.
{2}, {T}: All creatures get +2/+2 as long as Thran Weaponry remains tapped.

Thrashing Mudspawn
{3}{B}{B}
Creature -- Beast
4/4
Whenever Thrashing Mudspawn is dealt damage, you lose that much life.
Morph {1}{B}{B} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Thrashing Wumpus
{3}{B}{B}
Creature -- Beast
3/3
{B}: Thrashing Wumpus deals 1 damage to each creature and each player.

Threaten
{2}{R}
Sorcery
Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn.

Three Wishes
{1}{U}{U}
Instant
Remove the top three cards of your library from the game face down. You may look at those cards as long as they remain removed from the game. Until your next upkeep, you may play those cards as though they were in your hand. At the beginning of your next upkeep, put any of those cards not played into your graveyard.

Thresher Beast
{3}{G}{G}
Creature -- Beast
4/4
Whenever Thresher Beast becomes blocked, defending player sacrifices a land.

Thriss, Nantuko Primus
{5}{G}{G}
Creature -- Insect Druid Legend
5/5
{G}, {T}: Target creature gets +5/+5 until end of turn.

Thrive
{X}{G}
Sorcery
Put a +1/+1 counter on each of X target creatures.

Throne of Bone
{1}
Artifact
Whenever a player plays a black spell, you may pay {1}. If you do, you gain 1 life.

Thrull Champion
{4}{B}
Creature -- Thrull
2/2
All Thrulls get +1/+1.
{T}: Gain control of target Thrull as long as you control Thrull Champion.

Thrull Retainer
{B}
Enchant Creature
Enchanted creature gets +1/+1.
Sacrifice Thrull Retainer: Regenerate enchanted creature.

Thrull Surgeon
{1}{B}
Creature -- Thrull
1/1
{1}{B}, Sacrifice Thrull Surgeon: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Thrull Wizard
{2}{B}
Creature -- Thrull
1/1
{1}{B}: Counter target black spell unless that spell's controller pays {B} or {3}.

Thumbscrews
{2}
Artifact
At the beginning of your upkeep, if you have five or more cards in hand, Thumbscrews deals 1 damage to target opponent.

Thunder of Hooves
{3}{R}
Sorcery
Thunder of Hooves deals X damage to each creature without flying and each player, where X is the number of Beasts in play.

Thunder Spirit
{1}{W}{W}
Creature -- Spirit
2/2
Flying, first strike

Thunder Wall
{1}{U}{U}
Creature -- Wall
0/2
#(Walls can't attack.)#
Flying
{U}: Thunder Wall gets +1/+1 until end of turn.

Thunderbolt
{1}{R}
Instant
Choose one -- Thunderbolt deals 3 damage to target player; or Thunderbolt deals 4 damage to target creature with flying.

Thunderclap
{2}{R}
Instant
You may sacrifice a mountain rather than pay Thunderclap's mana cost.
Thunderclap deals 3 damage to target creature.

Thundercloud Elemental
{5}{U}{U}
Creature -- Elemental
3/4

Flying
{3}{U}: Tap all creatures with toughness 2 or less.
{3}{U}: All other creatures lose flying until end of turn.

Thundering Giant
{3}{R}{R}
Creature -- Giant
4/3
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Thundermare
{5}{R}
Creature -- Thundermare
5/5
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
When Thundermare comes into play, tap all other creatures.

Thunderscape Apprentice
{R}
Creature -- Wizard
1/1
{B}, {T}: Target player loses 1 life.
{G}, {T}: Target creature gets +1/+1 until end of turn.

Thunderscape Battlemage
{2}{R}
Creature -- Wizard
2/2
Kicker {1}{B} and/or {G}
When Thunderscape Battlemage comes into play, if you paid the {1}{B} kicker cost, target player discards two cards from his or her hand.
When Thunderscape Battlemage comes into play, if you paid the {G} kicker cost, destroy target enchantment.

Thunderscape Familiar
{1}{R}
Creature -- Kavu
1/1
First strike
Black spells and green spells you play cost {1} less to play.

Thunderscape Master
{2}{R}{R}
Creature -- Wizard
2/2
{B}{B}, {T}: Target player loses 2 life and you gain 2 life.
{G}{G}, {T}: Creatures you control get +2/+2 until end of turn.

Thwart
{2}{U}{U}
Instant
You may return three islands you control to their owner's hand rather than pay Thwart's mana cost.
Counter target spell.

Ticking Gnomes
{3}
Artifact Creature -- Gnome
3/3
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
Sacrifice Ticking Gnomes: Ticking Gnomes deals 1 damage to target creature or

player.

Tidal Bore
{1}{U}
Instant
You may return an island you control to its owner's hand rather than pay Tidal Bore's mana cost.
Tap or untap target creature.

Tidal Control
{1}{U}{U}
Enchantment
Cumulative upkeep {2}
{2}: Counter target red or green spell. Any player may play this ability.
Pay 2 life: Counter target red or green spell. Any player may play this ability.

Tidal Courier
{3}{U}
Creature -- Merfolk
1/2
When Tidal Courier comes into play, reveal the top four cards of your library. Put all Merfolk cards revealed this way into your hand and the rest on the bottom of your library.
{3}{U}: Tidal Courier gains flying until end of turn.

Tidal Flats
{U}
Enchantment
{U}{U}: For each attacking creature without flying, its controller may pay {1}. If he or she doesn't, creatures you control blocking that creature gain first strike until end of turn.

Tidal Influence
{2}{U}
Enchantment
Play Tidal Influence only if no permanents named Tidal Influence are in play.
Tidal Influence comes into play with a tide counter on it.
At the beginning of your upkeep, put a tide counter on Tidal Influence.
As long as there is exactly one tide counter on Tidal Influence, all blue creatures get -2/-0.
As long as there are exactly three tide counters on Tidal Influence, all blue creatures get +2/+0.
Whenever there are four tide counters on Tidal Influence, remove all tide counters from it.

Tidal Kraken
{5}{U}{U}{U}
Creature -- Monster
6/6
Tidal Kraken is unblockable.

Tidal Surge
{1}{U}
Sorcery
Tap up to three target creatures without flying.

Tidal Visionary
{U}
Creature -- Wizard
1/1
{T}: Target creature becomes the color of your choice until end of turn.

Tidal Warrior
{U}

Creature -- Merfolk
1/1
{T}: Target land becomes an island until end of turn.

Tidal Wave
{2}{U}
Instant
Put a 5/5 blue Wave Wall creature token into play. Sacrifice it at end of turn.
#(Walls can't attack.)#

Tiger Claws
{2}{G}
Enchant Creature
You may play Tiger Claws any time you could play an instant.
Enchanted creature gets +1/+1 and has trample.

Tigereye Cameo
{3}
Artifact
{T}: Add {G} or {W} to your mana pool.

Timber Wolves
{G}
Creature -- Wolf
1/1
Banding

Timberland Ruins
Land
Timberland Ruins comes into play tapped.
{T}: Add {G} to your mana pool.
{T}, Sacrifice Timberland Ruins: Add one mana of any color to your mana pool.

Timberline Ridge
Land
{T}: Add {R} or {G} to your mana pool. Timberline Ridge doesn't untap during its controller's next untap step.

Timberwatch Elf
{2}{G}
Creature -- Elf
1/2
{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves in play.

Time and Tide
{U}{U}
Instant
Simultaneously, all creature cards that are phased out phase in and all creatures with phasing phase out.

Time Bomb
{4}
Artifact
At the beginning of your upkeep, put a time counter on Time Bomb.
{1}, {T}, Sacrifice Time Bomb: Time Bomb deals damage to each creature and each player equal to the number of time counters on Time Bomb.

Time Ebb
{2}{U}
Sorcery
Put target creature on top of its owner's library.

Time Elemental

{2}{U}
Creature -- Elemental
0/2
When Time Elemental attacks or blocks, at end of combat, sacrifice it and it deals 5 damage to you.
{2}{U}{U}, {T}: Return target nonenchanted permanent to its owner's hand.

Time Spiral
{4}{U}{U}
Sorcery
Remove Time Spiral from the game.
Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands.

Time Stretch
{8}{U}{U}
Sorcery
Target player takes two extra turns after this one.

Time Vault
{2}
Artifact
Time Vault comes into play tapped.
Time Vault doesn't untap during your untap step.
Skip your next turn: Untap Time Vault and put a time counter on it.
{T}, Remove all time counters from Time Vault: Take an extra turn after this one. Play this ability if only there's a time counter on Time Vault.

Time Walk
{1}{U}
Sorcery
Take an extra turn after this one.

Time Warp
{3}{U}{U}
Sorcery
Target player takes an extra turn after this one.

Timetwister
{2}{U}
Sorcery
Each player shuffles his or her hand and graveyard into his or her library and then draws seven cards. #(Then put Timetwister into its owner's graveyard.)#

Timid Drake
{2}{U}
Creature -- Drake
3/3
Flying
When another creature comes into play, return Timid Drake to its owner's hand.

Timmerian Fiends
{1}{B}{B}
Creature -- Fiend
1/1
Remove Timmerian Fiends from your deck before playing if you're not playing for ante.
{B}{B}{B}, Sacrifice Timmerian Fiends: The owner of target artifact may ante the top card of his or her library. If that player doesn't, exchange ownership of that artifact and Timmerian Fiends. Put the artifact card into your graveyard and Timmerian Fiends from anywhere into that player's graveyard. This change in ownership is permanent.

Tinder Farm

Land
Tinder Farm comes into play tapped.
{T}: Add {G} to your mana pool.
{T}, Sacrifice Tinder Farm: Add {R}{W} to your mana pool.

Tinder Wall
{G}
Creature -- Wall
0/3
#(Walls can't attack.)#
Sacrifice Tinder Wall: Add {R}{R} to your mana pool.
{R}, Sacrifice Tinder Wall: Tinder Wall deals 2 damage to target creature it's blocking.

Tinker
{2}{U}
Sorcery
As an additional cost to play Tinker, sacrifice an artifact.
Search your library for an artifact card and put that card into play. Then shuffle your library.

Tin-Wing Chimera
{4}
Artifact Creature -- Chimera
2/2
Flying
Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. #(This effect doesn't end at end of turn.)#

Tireless Tribe
{W}
Creature -- Nomad
1/1
Discard a card from your hand: Tireless Tribe gets +0/+4 until end of turn.

Titania's Boon
{3}{G}
Sorcery
Put a +1/+1 counter on each creature you control.

Titania's Chosen
{2}{G}
Creature -- Elf
1/1
Whenever a player plays a green spell, put a +1/+1 counter on Titania's Chosen.

Titania's Song
{3}{G}
Enchantment
Each noncreature artifact loses its abilities and becomes an artifact creature with power and toughness each equal to its converted mana cost. If Titania's Song leaves play, this effect continues until end of turn.

Titanic Bulvox
{6}{G}{G}
Creature -- Beast
7/4
Trample
Morph {4}{G}{G}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Tithe
{W}
Instant

Search your library for a plains card. If you control fewer lands than an opponent, you may search your library for an additional plains card. Reveal those cards and put them into your hand. Then shuffle your library.

Tivadar's Crusade
{1}{W}{W}
Sorcery
Destroy all Goblins.

Tobias Andrion
{3}{W}{U}
Creature -- Legend
4/4

Tolaria
Legendary Land
{T}: Add {U} to your mana pool.
{T}: Target creature loses banding and all "bands with other" abilities until end of turn. Play this ability only during any upkeep step.

Tolarian Academy
Legendary Land
{T}: Add {U} to your mana pool for each artifact you control.

Tolarian Drake
{2}{U}
Creature -- Drake
2/4
Flying, phasing

Tolarian Emissary
{2}{U}
Creature -- Wizard
1/2
Kicker {1}{W} #(You may pay an additional #{1}{W}# as you play this spell.)#
Flying
When Tolarian Emissary comes into play, if you paid the kicker cost, destroy target enchantment.

Tolarian Entrancer
{1}{U}
Creature -- Wizard
1/1
Whenever Tolarian Entrancer becomes blocked by a creature, gain control of that creature at end of combat.

Tolarian Serpent
{5}{U}{U}
Creature -- Serpent
7/7
At the beginning of your upkeep, put the top seven cards of your library into your graveyard.

Tolarian Winds
{1}{U}
Instant
Discard your hand, then draw that many cards.

Tombfire
{B}
Sorcery
Target player removes all cards with flashback in his or her graveyard from the game.

Tombstone Stairwell
{2}{B}{B}
Enchant World
Cumulative upkeep {1}{B}
At the beginning of each upkeep, if Tombstone Stairwell is in play, each player puts into play a 2/2 black Tombspawn Zombie creature token with haste for each creature card in his or her graveyard. #(They may attack and #{T}# the turn they come into play.)#
At end of turn or when Tombstone Stairwell leaves play, destroy all Tombspawn Zombie tokens put into play with it. They can't be regenerated.

Tonic Peddler
{1}{W}
Creature -- Spellshaper
1/1
{W}, {T}, Discard a card from your hand: Target player gains 3 life.

Tooth and Claw
{3}{R}
Enchantment
Sacrifice two creatures: Put a 3/1 red Carnivore creature token into play.

Tooth of Ramos
{3}
Artifact
{T}: Add one white mana to your mana pool.
Sacrifice Tooth of Ramos: Add one white mana to your mana pool.

Topple
{2}{W}
Sorcery
Remove target creature with the greatest power from the game. If two or more creatures are tied for greatest power, you may target any one of them.

Tor Giant
{3}{R}
Creature -- Giant
3/3

Tor Wauki
{2}{B}{B}{R}
Creature -- Legend
3/3
{T}: Tor Wauki deals 2 damage to target attacking or blocking creature.

Torch Song
{2}{R}
Enchantment
At the beginning of your upkeep, you may put a verse counter on Torch Song.
{2}{R}, Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song.

Torment
{1}{B}
Enchant Creature
Enchanted creature gets -3/-0.

Tormented Angel
{3}{W}
Creature -- Angel
1/5
Flying

Tormod's Crypt

{0}
Artifact
{T}, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

Tornado
{4}{G}
Enchantment
Cumulative upkeep {G}
{2}{G}, Pay 3 life for each velocity counter on Tornado: Destroy target permanent and put a velocity counter on Tornado. Play this ability only once each turn.

Torrent of Fire
{3}{R}{R}
Sorcery
Torrent of Fire deals damage equal to the highest converted mana cost among permanents you control to target creature or player.

Torrent of Lava
{X}{R}{R}
Sorcery
Each player may tap any number of untapped creatures he or she controls. Torrent of Lava deals X damage to each creature without flying not tapped this way. Torrent of Lava deals X-1 damage to each creature without flying tapped this way.

Torsten Von Ursus
{3}{G}{G}{W}
Creature -- Legend
5/5

Torture
{B}
Enchant Creature
{1}{B}: Put a -1/-1 counter on enchanted creature.

Torture Chamber
{3}
Artifact
At the beginning of your upkeep, put a pain counter on Torture Chamber.
At the end of your turn, Torture Chamber deals damage to you equal to the number of pain counters on it.
{1}, {T}, Remove all pain counters from Torture Chamber: Torture Chamber deals to target creature damage equal to the number of pain counters removed this way.

Tortured Existence
{B}
Enchantment
{B}, Discard a creature card from your hand: Return target creature card from your graveyard to your hand.

Total War
{3}{R}
Enchantment
Whenever a player attacks with one or more creatures, destroy all untapped non-Wall creatures that player controls that didn't attack, except for creatures the player hasn't controlled continuously since the beginning of the turn.

Totem Speaker
{4}{G}
Creature -- Elf Druid
3/3
Whenever a Beast comes into play, you may gain 3 life.

Touch of Darkness
{B}
Instant
Any number of target creatures become black until end of turn.

Touch of Death
{2}{B}
Sorcery
Touch of Death deals 1 damage to target player. You gain 1 life.
Draw a card at the beginning of the next turn's upkeep.

Touch of Invisibility
{3}{U}
Sorcery
Target creature is unblockable this turn.
Draw a card.

Touch of Vitae
{2}{G}
Instant
Target creature gains haste and "{0}: Untap this creature. Play this ability only once." until end of turn. #(The creature may attack and #{T}# the turn it comes under your control.)#
Draw a card at the beginning of the next turn's upkeep.

Touchstone
{2}
Artifact
{T}: Tap target artifact you don't control.

Tourach's Chant
{1}{B}{B}
Enchantment
At the beginning of your upkeep, sacrifice Tourach's Chant unless you pay {B}.
Whenever a player puts a forest into play, Tourach's Chant deals 3 damage to that player unless he or she puts a -1/-1 counter on a creature he or she controls.

Tourach's Gate
{1}{B}{B}
Enchant Land
Tourach's Gate can enchant only a land you control.
Sacrifice a Thrull: Put three time counters on Tourach's Gate.
At the beginning of your upkeep, remove a time counter from Tourach's Gate. If there are no time counters on Tourach's Gate, sacrifice it.
Enchanted land has "{T}: Attacking creatures you control get +2/-1 until end of turn."

Tower Drake
{2}{U}
Creature -- Drake
2/1
Flying
{W}: Tower Drake gets +0/+1 until end of turn.

Tower of Coireall
{2}
Artifact
{T}: Target creature can't be blocked by Walls this turn.

Tower of the Magistrate
Land
{T}: Add one colorless mana to your mana pool.
{1}, {T}: Target creature gains protection from artifacts until end of turn.

Towering Baloth
{6}{G}{G}
Creature -- Beast
7/6
Morph {6}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Toxic Stench
{1}{B}
Instant
Target nonblack creature gets -1/-1 until end of turn.
Threshold -- Instead destroy that creature. It can't be regenerated. (You have threshold if seven or more cards are in your graveyard.)

Toxin Sliver
{3}{B}
Creature -- Sliver
3/3
Whenever a Sliver deals combat damage to a creature, destroy that creature. It can't be regenerated.

Toymaker
{2}
Artifact Creature -- Spellshaper
1/1
{1}, {T}, Discard a card from your hand: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. #(It retains its abilities.)#

Tracker
{2}{G}
Creature -- Tracker
2/2
{G}{G}, {T}: Tracker deals damage equal to its power to target creature. That creature deals damage equal to its power to Tracker.

Trade Caravan
{W}
Creature -- Caravan
1/1
At the beginning of your upkeep, put a currency counter on Trade Caravan.
Remove two currency counters from Trade Caravan: Untap target basic land. Play this ability only during an opponent's upkeep.

Trade Routes
{1}{U}
Enchantment
{1}: Return target land you control to its owner's hand.
{1}, Discard a land card from your hand: Draw a card.

Trade Secrets
{1}{U}{U}
Sorcery
Target opponent draws two cards, then you draw up to four cards. That opponent may repeat this process as many times as he or she chooses.

Tradewind Rider
{3}{U}
Creature -- Spirit
1/4
Flying
{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.

Tragic Poet
{W}
Creature -- Townsfolk
1/1
{T}, Sacrifice Tragic Poet: Return target enchantment card from your graveyard to your hand.

Trailblazer
{2}{G}{G}
Instant
Target creature is unblockable this turn.

Trained Armodon
{1}{G}{G}
Creature -- Elephant
3/3

Trained Orgg
{6}{R}
Creature -- Beast
6/6

Trained Pronghorn
{1}{W}
Creature -- Antelope
1/1
Discard a card from your hand: Prevent all damage that would be dealt to Trained Pronghorn this turn.

Tranquil Domain
{1}{G}
Instant
Destroy all global enchantments.

Tranquil Grove
{1}{G}
Enchantment
{1}{G}{G}: Destroy all other enchantments.

Tranquil Path
{4}{G}
Sorcery
Destroy all enchantments.
Draw a card.

Tranquil Thicket
Land
Tranquil Thicket comes into play tapped.
{T}: Add {G} to your mana pool.
Cycling {G} ({G}, Discard this card from your hand: Draw a card.)

Tranquility
{2}{G}
Sorcery
Destroy all enchantments.

Transcendence
{3}{W}{W}{W}
Enchantment
You don't lose the game for having 0 or less life.
When you have 20 or more life, you lose the game.
Whenever you lose life, you gain 2 life for each 1 life you lost. #(Damage dealt to you causes you to lose life.)#

Transmogrifying Licid
{3}
Artifact Creature -- Licid
2/2
{1}, {T}: Transmogrifying Licid loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature gets +1/+1 and is an artifact that's still a creature" and "{1}: End the effect that created this ability."

Transmutation
{1}{B}
Instant
Switch target creature's power and toughness until end of turn. Effects that would alter that creature's power this turn alter its toughness instead, and vice versa.

Transmute Artifact
{U}{U}
Sorcery
As an additional cost to play Transmute Artifact, sacrifice an artifact.
Search your library for an artifact card. If that card's converted mana cost is less than or equal to the sacrificed artifact, put it into play. If it's greater, you may pay the cost difference. If you do, put it into play. If you don't, put it into its owner's graveyard. Then shuffle your library.

Trap Digger
{3}{W}
Creature -- Soldier
1/3
{2}{W}, {T}: Put a trap counter on target land you control.
Sacrifice a land with a trap counter on it: Trap Digger deals 3 damage to target attacking creature without flying.

Trap Runner
{2}{W}{W}
Creature -- Soldier
2/3
{T}: Target attacking unblocked creature becomes blocked. Play this ability only during the declare blockers step. #(This ability works on unblockable creatures.)#

Traumatize
{3}{U}{U}
Sorcery
Target player puts the top half of his or her library, rounded down, into his or her graveyard.

Traveler's Cloak
{2}{U}
Enchant Creature
As Traveler's Cloak comes into play, choose a land type.
Enchanted creature has landwalk of the chosen type. #(It's unblockable as long as defending player controls a land of that type.)#
When Traveler's Cloak comes into play, draw a card.

Traveling Plague
{3}{B}{B}
Enchant Creature
At the beginning of each player's upkeep, put a plague counter on Traveling Plague.
Enchanted creature gets -1/-1 for each plague counter on Traveling Plague.
When enchanted creature leaves play, that creature's controller returns Traveling Plague from its owner's graveyard to play.

Treacherous Link
{1}{B}
Enchant Creature
All damage that would be dealt to enchanted creature is dealt to its controller instead.

Treacherous Vampire
{4}{B}
Creature -- Vampire
4/4
Flying
Whenever Treacherous Vampire attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game.
Threshold -- Treacherous Vampire gets +2/+2 and has "When Treacherous Vampire is put into a graveyard from play, you lose 6 life."

Treacherous Werewolf
{2}{B}
Creature -- Minion Wolf
2/2
Threshold -- Treacherous Werewolf gets +2/+2 and has "When Treacherous Werewolf is put into a graveyard from play, you lose 4 life." (You have threshold as long as seven or more cards are in your graveyard.)

Treachery
{3}{U}{U}
Enchant Creature
When Treachery comes into play, if you played it from your hand, untap up to five lands.
You control enchanted creature.

Treasure Hunter
{2}{W}
Creature -- Townsfolk
2/2
When Treasure Hunter comes into play, you may return target artifact card from your graveyard to your hand.

Treasure Trove
{2}{U}{U}
Enchantment
{2}{U}{U}: Draw a card.

Treefolk Healer
{4}{G}
Creature -- Treefolk
2/3
{2}{W}, {T}: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Treefolk Mystic
{3}{G}
Creature -- Treefolk
2/4
Whenever a creature blocks or becomes blocked by Treefolk Mystic, destroy all enchantments on that creature.

Treefolk Seedlings
{2}{G}
Creature -- Treefolk
2/*
Treefolk Seedlings's toughness is equal to the number of forests you control.

Treespring Lorian
{5}{G}
Creature -- Beast
5/4
Morph {5}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Treetop Bracers
{1}{G}
Enchant Creature
Enchanted creature gets +1/+1 and can be blocked only by creatures with flying.

Treetop Rangers
{2}{G}
Creature -- Elf
2/2
Treetop Rangers can't be blocked except by creatures with flying.

Treetop Scout
{G}
Creature -- Elf
1/1
Treetop Scout can't be blocked except by creatures with flying.

Treetop Sentinel
{2}{U}{U}
Creature -- Bird Soldier
2/3
Flying, protection from green

Treetop Village
Land
Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
{1}{G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. It's still a land.

Tremble
{1}{R}
Sorcery
Each player sacrifices a land.

Tremor
{R}
Sorcery
Tremor deals 1 damage to each creature without flying.

Trench Wurm
{3}{B}
Creature -- Wurm
3/3
{2}{R}, {T}: Destroy target nonbasic land.

Trenching Steed
{3}{W}
Creature -- Rebel
2/3
Sacrifice a land: Trenching Steed gets +0/+3 until end of turn.

Treva, the Renewer
{3}{G}{W}{U}
Creature -- Dragon Legend
6/6
Flying

Whenever Treva, the Renewer deals combat damage to a player, you may pay {2}{W}. If you do, choose a color. You gain 1 life for each permanent of that color.

Treva's Attendant
{5}
Artifact Creature -- Golem
3/3
{1}, Sacrifice Treva's Attendant: Add {G}{W}{U} to your mana pool.

Treva's Charm
{G}{W}{U}
Instant
Choose one -- Destroy target enchantment; or remove target attacking creature from the game; or draw a card, then discard a card from your hand.

Treva's Ruins
Land
Treva's Ruins is a Lair in addition to its land type.
When Treva's Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {G}, {W}, or {U} to your mana pool.

Triangle of War
{1}
Artifact
{2}, Sacrifice Triangle of War: Choose target creature you control and target creature an opponent controls. Each creature deals damage equal to its power to the other.

Triassic Egg
{4}
Artifact
{3}, {T}: Put an incubation counter on Triassic Egg.
Remove two incubation counters from Triassic Egg, sacrifice Triassic Egg: Put a creature card from your hand or graveyard into play.

Tribal Flames
{1}{R}
Sorcery
Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.

Tribal Forcemage
{1}{G}
Creature -- Elf Wizard
1/1
Morph {1}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Tribal Forcemage is turned face up, creatures of the type of your choice get +2/+2 and gain trample until end of turn.

Tribal Golem
{6}
Artifact Creature -- Golem
4/4
Tribal Golem has trample as long as you control a Beast, haste as long as you control a Goblin, first strike as long as you control a Soldier, flying as long as you control a Wizard, and {B}: Regenerate Tribal Golem as long as you control a Zombie.

Tribal Unity
{X}{2}{G}
Instant
Creatures of the type of your choice get +X/+X until end of turn.

Trickery Charm
{U}
Instant
Choose one -- Target creature gains flying until end of turn; or target creature's type becomes the creature type of your choice until end of turn; or look at the top four cards of your library, then put them back in any order.

Trickster Mage
{U}
Creature -- Spellshaper
1/1
{U}, {T}, Discard a card from your hand: Tap or untap target artifact, creature, or land.

Triskelion
{6}
Artifact Creature
1/1
Triskelion comes into play with three +1/+1 counters on it.
Remove a +1/+1 counter from Triskelion: Triskelion deals 1 damage to target creature or player.

Troll-Horn Cameo
{3}
Artifact
{T}: Add {R} or {G} to your mana pool.

Tropical Island
Land
Tropical Island is an island and a forest in addition to its land type.

Tropical Storm
{X}{G}
Sorcery
Tropical Storm deals X damage to each creature with flying and 1 additional damage to each blue creature.

Troubled Healer
{2}{W}
Creature -- Cleric
1/2
Sacrifice a land: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Troublesome Spirit
{2}{U}{U}
Creature -- Spirit
3/4
Flying
At the end of your turn, tap all lands you control.

Truce
{2}{W}
Instant
Each player may draw up to two cards. For each card less than two a player draws this way, that player gains 2 life.

True Believer
{W}{W}
Creature -- Cleric
2/2
You can't be the target of spells or abilities.

Trumpet Blast
{2}{R}
Instant
Attacking creatures get +2/+0 until end of turn.

Trumpeting Armodon
{3}{G}
Creature -- Elephant
3/3
{1}{G}: Target creature blocks Trumpeting Armodon this turn if able.

Tsabo Tavoc
{5}{B}{R}
Creature -- Legend
7/4
First strike, protection from Legends
{B}{B}, {T}: Destroy target Legend. It can't be regenerated.

Tsabo's Assassin
{2}{B}{B}
Creature -- Assassin
1/1
{T}: Destroy target creature if it shares a color with the most common color among all permanents or the color tied for most common. A creature destroyed this way can't be regenerated.

Tsabo's Decree
{5}{B}
Instant
Choose a creature type. Target player reveals his or her hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.

Tsabo's Web
{2}
Artifact
When Tsabo's Web comes into play, draw a card.
Lands with an activated ability that doesn't produce mana don't untap during their controllers' untap steps.

Tsunami
{3}{G}
Sorcery
Destroy all islands.

Tuknir Deathlock
{R}{R}{G}{G}
Creature -- Legend
2/2
Flying
{R}{G}, {T}: Target creature gets +2/+2 until end of turn.

Tundra
Land
Tundra is a plains and an island in addition to its land type.

Tundra Kavu
{2}{R}
Creature -- Kavu
2/2
{T}: Target land becomes a plains or an island until end of turn.

Tundra Wolves
{W}

Creature -- Wolf
1/1
First strike

Tunnel
{R}
Instant
Destroy target Wall. It can't be regenerated.

Tunneler Wurm
{6}{G}{G}
Creature -- Wurm
6/6
Discard a card from your hand: Regenerate Tunneler Wurm.

Turbulent Dreams
{U}{U}
Sorcery
As an additional cost to play Turbulent Dreams, discard X cards from your hand.
Return X target nonland permanents to their owners' hands.

Turf Wound
{2}{R}
Instant
Target player can't play land cards this turn.
Draw a card.

Turnabout
{2}{U}{U}
Instant
Tap or untap all artifacts, creatures, or lands target player controls.

Twiddle
{U}
Instant
Tap or untap target artifact, creature, or land.

Twigwalker
{2}{G}
Creature -- Insect
2/2
{1}{G}, Sacrifice Twigwalker: Two target creatures each get +2/+2 until end of turn.

Twilight's Call
{4}{B}{B}
Sorcery
You may play Twilight's Call any time you could play an instant if you pay {2} more to play it.
Each player returns all creature cards from his or her graveyard to play.

Twisted Abomination
{5}{B}
Creature -- Zombie Mutant
5/3
{B}: Regenerate Twisted Abomination.
Swampcycling {2} ({2}, Discard this card from your hand: Search your library for a swamp card, reveal it, and put it into your hand. Then shuffle your library.)

Twisted Experiment
{1}{B}
Enchant Creature
Enchanted creature gets +3/-1.

Twitch
{2}{U}
Instant
Tap or untap target artifact, creature, or land.
Draw a card.

Two-Headed Dragon
{4}{R}{R}
Creature -- Dragon
4/4
Flying
{1}{R}: Two-Headed Dragon gets +2/+0 until end of turn.
Two-Headed Dragon can't be blocked except by two or more creatures.
Two-Headed Dragon may block an additional creature.

Two-Headed Giant of Foriys
{4}{R}
Creature -- Giant
4/4
Trample
Two-Headed Giant of Foriys may block two creatures each combat.

Typhoon
{2}{G}
Sorcery
Typhoon deals damage to each opponent equal to the number of islands that player controls.

Uktabi Efreet
{2}{G}{G}
Creature -- Efreet
5/4
Cumulative upkeep {G}

Uktabi Faerie
{1}{G}
Creature -- Faerie
1/1
Flying
{3}{G}, Sacrifice Uktabi Faerie: Destroy target artifact.

Uktabi Orangutan
{2}{G}
Creature -- Ape
2/2
When Uktabi Orangutan comes into play, destroy target artifact.

Uktabi Wildcats
{4}{G}
Creature -- Cat
/
Uktabi Wildcats's power and toughness are each equal to the number of forests you control.
{G}, Sacrifice a forest: Regenerate Uktabi Wildcats.

Umbilicus
{4}
Artifact
At the beginning of each player's upkeep, that player returns a permanent he or she controls to its owner's hand unless he or she pays 2 life.

Unburden
{1}{B}{B}
Sorcery

Target player discards two cards.
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Uncle Istvan
{1}{B}{B}{B}
Creature -- Uncle-Istvan
1/3
Prevent all damage that would be dealt to Uncle Istvan by creatures.

Uncontrolled Infestation
{1}{R}
Enchant Land
Uncontrolled Infestation can enchant only a nonbasic land.
When enchanted land becomes tapped, destroy it.

Undead Gladiator
{1}{B}{B}
Creature -- Zombie Barbarian
3/1
{1}{B}, Discard a card from your hand: Return Undead Gladiator from your graveyard to your hand. Play this ability only during your upkeep.
Cycling {1}{B} ({1}{B}, Discard this card from your hand: Draw a card.)

Undead Warchief
{2}{B}{B}
Creature -- Zombie
1/1
Zombie spells you play cost {1} less to play.
Zombies you control get +2/+1.

Underground River
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {U} or {B} to your mana pool. Underground River deals 1 damage to you.

Underground Sea
Land
Underground Sea is an island and a swamp in addition to its land type.

Undergrowth
{G}
Instant
As an additional cost to play Undergrowth, you may pay {2}{R}.
Prevent all combat damage that would be dealt this turn. If you paid its additional cost, Undergrowth doesn't affect red creatures.

Undermine
{U}{U}{B}
Instant
Counter target spell. Its controller loses 3 life.

Undertaker
{1}{B}
Creature -- Spellshaper
1/1
{B}, {T}, Discard a card from your hand: Return target creature card from your graveyard to your hand.

Undertow
{2}{U}
Enchantment
Creatures with islandwalk may be blocked as though they didn't have islandwalk.

Underworld Dreams

{B}{B}{B}
Enchantment
Whenever an opponent draws a card, Underworld Dreams deals 1 damage to him or her.

Undiscovered Paradise
Land
{T}: Add one mana of any color to your mana pool. During the next untap step of Undiscovered Paradise's controller, as that player untaps his or her permanents, he or she returns Undiscovered Paradise to its owner's hand.

Undo
{1}{U}{U}
Sorcery
Return two target creatures to their owners' hands.

Unearth
{B}
Sorcery
Return target creature card with converted mana cost 3 or less from your graveyard to play.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Unerring Sling
{3}
Artifact
{3}, {T}, Tap an untapped creature you control: Unerring Sling deals damage equal to the tapped creature's power to target attacking or blocking creature with flying.

Unfulfilled Desires
{1}{U}{B}
Enchantment
{1}, Pay 1 life: Draw a card, then discard a card from your hand.

Unhinge
{2}{B}
Sorcery
Target player discards a card from his or her hand.
Draw a card.

Unholy Citadel
Land
Black Legends you control have "bands with other Legends."

Unholy Grotto
Land
{T}: Add {1} to your mana pool.
{B}, {T}: Put target Zombie card from your graveyard on top of your library.

Unholy Strength
{B}
Enchant Creature
Enchanted creature gets +2/+1.

Unified Strike
{W}
Instant
Remove target attacking creature from the game if its power is less than or equal to the number of Soldiers in play.

Unifying Theory
{1}{U}
Enchantment

Whenever a player plays a spell, that player may pay {2}. If the player does, he or she draws a card.

Unlikely Alliance
{1}{W}
Enchantment
{1}{W}: Target nonattacking, nonblocking creature gets +0/+2 until end of turn.

Unmask
{3}{B}
Sorcery
You may remove a black card in your hand from the game rather than pay Unmask's mana cost.
Target player reveals his or her hand. Choose a nonland card from it. That player discards that card.

Unnatural Hunger
{3}{B}{B}
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, Unnatural Hunger deals to that player damage equal to enchanted creature's power unless he or she sacrifices another creature.

Unnatural Selection
{1}{U}
Enchantment
{1}: Choose a creature type other than Wall. Target creature's type becomes that type until end of turn.

Unnerve
{3}{B}
Sorcery
Each opponent discards two cards from his or her hand.

Unquestioned Authority
{2}{W}
Enchant Creature
When Unquestioned Authority comes into play, draw a card.
Enchanted creature has protection from creatures.

Unseen Walker
{1}{G}
Creature -- Dryad
1/1
Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#
{1}{G}{G}: Target creature gains forestwalk until end of turn.

Unspeakable Symbol
{1}{B}{B}
Enchantment
Pay 3 life: Put a +1/+1 counter on target creature.

Unstable Hulk
{1}{R}{R}
Creature -- Goblin Mutant
2/2
Morph {3}{R}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Unstable Hulk is turned face up, it gets +6/+6 and gains trample until end of turn. You skip your next turn.

Unstable Mutation
{U}

Enchant Creature
Enchanted creature gets +3/+3.
At the beginning of the upkeep of enchanted creature's controller, put a -1/-1 counter on enchanted creature.

Unstable Shapeshifter
{3}{U}
Creature -- Shapeshifter
0/1
Whenever a creature comes into play, Unstable Shapeshifter becomes a copy of that creature and gains this ability. #(This effect doesn't copy counters on the creature.)#

Unsummon
{U}
Instant
Return target creature to its owner's hand.

Untamed Wilds
{2}{G}
Sorcery
Search your library for a basic land card and put that card into play. Then shuffle your library.

Unworthy Dead
{1}{B}
Creature -- Skeleton
1/1
{B}: Regenerate Unworthy Dead.

Unyaro Bee Sting
{3}{G}
Sorcery
Unyaro Bee Sting deals 2 damage to target creature or player.

Unyaro Griffin
{3}{W}
Creature -- Griffin
2/2
Flying
Sacrifice Unyaro Griffin: Counter target red instant or sorcery spell.

Updraft
{1}{U}
Instant
Target creature gains flying until end of turn.
Draw a card at the beginning of the next turn's upkeep.

Upheaval
{4}{U}{U}
Sorcery
Return all permanents to their owners' hands.

Uphill Battle
{2}{R}
Enchantment
Creatures your opponents play come into play tapped.

Upwelling
{3}{G}
Enchantment
Mana pools don't empty at the end of phases or turns. (This effect stops mana burn.)

Urborg
Legendary Land
{T}: Add {B} to your mana pool.
{T}: Target creature loses first strike or swampwalk until end of turn.

Urborg Drake
{1}{U}{B}
Creature -- Drake
2/3
Flying
Urborg Drake attacks each turn if able.

Urborg Elf
{1}{G}
Creature -- Elf
1/1
{T}: Add {G}, {U}, or {B} to your mana pool.

Urborg Emissary
{2}{B}
Creature -- Wizard
3/1
Kicker {1}{U} #(You may pay an additional #{1}{U}# as you play this spell.)#
When Urborg Emissary comes into play, if you paid the kicker cost, return target permanent to its owner's hand.

Urborg Justice
{B}{B}
Instant
Target opponent sacrifices a number of creatures equal to the number of creatures put into your graveyard from play this turn.

Urborg Mindsucker
{2}{B}
Creature -- Mindsucker
2/2
{B}, Sacrifice Urborg Mindsucker: Target opponent discards a card at random from his or her hand. Play this ability only any time you could play a sorcery.

Urborg Panther
{2}{B}
Creature -- Nightstalker
2/2
{B}, Sacrifice Urborg Panther: Destroy target creature blocking Urborg Panther.
Sacrifice a creature named Feral Shadow, a creature named Breathstealer, and Urborg Panther: Search your library for a card named Spirit of the Night and put that card into play. Then shuffle your library.

Urborg Phantom
{2}{B}
Creature -- Minion
3/1
Urborg Phantom can't block.
{U}: Prevent all combat damage that would be dealt to and dealt by Urborg Phantom this turn.

Urborg Shambler
{2}{B}{B}
Creature -- Horror
4/3
All other black creatures get -1/-1.

Urborg Skeleton
{B}

Creature -- Skeleton
0/1
Kicker {3} #(You may pay an additional #{3}# as you play this spell.)#
{B}: Regenerate Urborg Skeleton.
If you paid the kicker cost, Urborg Skeleton comes into play with a +1/+1 counter on it.

Urborg Stalker
{3}{B}
Creature -- Undead
2/4
At the beginning of each player's upkeep, if that player controls a nonblack, nonland permanent, Urborg Stalker deals 1 damage to that player.

Urborg Uprising
{4}{B}
Sorcery
Return up to two target creature cards from your graveyard to your hand.
Draw a card.

Urborg Volcano
Land
Urborg Volcano comes into play tapped.
{T}: Add {B} or {R} to your mana pool.

Ur-Drago
{3}{U}{U}{B}{B}
Creature -- Legend
4/4
First strike
Creatures with swampwalk may be blocked as though they didn't have swampwalk.

Urza's Armor
{6}
Artifact
Each time a source would deal damage to you, it deals that much damage minus 1 instead.

Urza's Avenger
{6}
Artifact Creature
4/4
{0}: Urza's Avenger gets -1/-1 and your choice of banding, flying, first strike, or trample until end of turn.

Urza's Bauble
{0}
Artifact
{T}, Sacrifice Urza's Bauble: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.

Urza's Blueprints
{6}
Artifact
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
{T}: Draw a card.

Urza's Chalice
{1}
Artifact
Whenever a player plays an artifact spell, you may pay {1}. If you do, you gain 1 life.

Urza's Engine
{5}
Artifact Creature
1/5
Trample
{3}: Urza's Engine gains banding until end of turn.
{3}: Attacking creatures banded with Urza's Engine gain trample until end of turn.

Urza's Filter
{4}
Artifact
Multicolored spells cost up to {2} less to play.

Urza's Guilt
{2}{U}{B}
Sorcery
Each player draws two cards, then discards three cards from his or her hand, then loses 4 life.

Urza's Incubator
{3}
Artifact
As Urza's Incubator comes into play, choose a creature type.
Creature spells of the chosen type cost {2} less to play.

Urza's Mine
Land
{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Power Plant and a permanent named Urza's Tower, add one additional colorless mana to your mana pool.

Urza's Miter
{3}
Artifact
Whenever an artifact you control is put into a graveyard from play, if it wasn't sacrificed, you may pay {3}. If you do, draw a card.

Urza's Power Plant
Land
{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Mine and a permanent named Urza's Tower, add one additional colorless mana to your mana pool.

Urza's Rage
{2}{R}
Instant
Kicker {8}{R} #(You may pay an additional #{8}{R}# as you play this spell.)#
Urza's Rage can't be countered by spells or abilities.
Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.

Urza's Tower
Land
{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Mine and a permanent named Urza's Power Plant, add two additional colorless mana to your mana pool.

Uthden Troll
{2}{R}
Creature -- Troll
2/2
{R}: Regenerate Uthden Troll.

Utopia Tree
{1}{G}
Creature -- Plant
0/2
{T}: Add one mana of any color to your mana pool.

Vaevictis Asmadi
{2}{B}{B}{R}{R}{G}{G}
Creature -- Elder Dragon Legend
7/7
Flying
At the beginning of your upkeep, sacrifice Vaevictis Asmadi unless you pay {B}{R}{G}.
{B}: Vaevictis Asmadi gets +1/+0 until end of turn.
{R}: Vaevictis Asmadi gets +1/+0 until end of turn.
{G}: Vaevictis Asmadi gets +1/+0 until end of turn.

Valor
{3}{W}
Creature -- Incarnation
2/2
First strike
As long as Valor is in your graveyard and you control a plains, creatures you control have first strike.

Vampire Bats
{B}
Creature -- Bat
0/1
Flying
{B}: Vampire Bats gets +1/+0 until end of turn. Play this ability no more than twice each turn.

Vampire Hounds
{2}{B}
Creature -- Hound
2/2
Discard a creature card from your hand: Vampire Hounds gets +2/+2 until end of turn.

Vampiric Dragon
{6}{B}{R}
Creature -- Vampire Dragon
5/5
Flying
Whenever a creature dealt damage by Vampiric Dragon this turn is put into a graveyard, put a +1/+1 counter on Vampiric Dragon.
{1}{R}: Vampiric Dragon deals 1 damage to target creature.

Vampiric Embrace
{2}{B}{B}
Enchant Creature
Enchanted creature gets +2/+2 and has flying.
Whenever a creature dealt damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature.

Vampiric Tutor
{B}
Instant
Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.

Vampirism

{1}{B}
Enchant Creature
When Vampirism comes into play, draw a card at the beginning of the next turn's upkeep.
Enchanted creature gets +1/+1 for each other creature you control.
All other creatures you control get -1/-1.

Vanishing
{U}
Enchant Creature
{U}{U}: Enchanted creature phases out.

Vaporous Djinn
{2}{U}{U}
Creature -- Djinn
3/4
Flying
At the beginning of your upkeep, Vaporous Djinn phases out unless you pay {U}{U}.

Varchild's Crusader
{3}{R}
Creature -- Knight
3/2
{0}: Varchild's Crusader can't be blocked except by Walls this turn. Sacrifice Varchild's Crusader at end of turn.

Varchild's War-Riders
{1}{R}
Creature -- War-Rider
3/4
Trample, rampage 1 #(Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)#
Cumulative upkeep -- Put a 1/1 red Survivor creature token into play under an opponent's control.

Vebulid
{B}
Creature -- Horror
0/0
Vebulid comes into play with a +1/+1 counter on it.
At the beginning of your upkeep, you may put a +1/+1 counter on Vebulid.
When Vebulid attacks or blocks, destroy it at end of combat.

Vec Townships
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {G} or {W} to your mana pool. Vec Townships doesn't untap during its controller's next untap step.

Veil of Birds
{U}
Enchantment
When an opponent plays a spell, if Veil of Birds is an enchantment, Veil of Birds becomes a 1/1 Bird creature with flying.

Veiled Apparition
{1}{U}
Enchantment
When an opponent plays a spell, if Veiled Apparition is an enchantment, Veiled Apparition becomes a 3/3 Illusion creature with flying. That creature has "At the beginning of your upkeep, sacrifice Veiled Apparition unless you pay {1}{U}."

Veiled Crocodile
{2}{U}
Enchantment
When a player has no cards in hand, if Veiled Crocodile is an enchantment, Veiled Crocodile becomes a 4/4 Crocodile creature.

Veiled Sentry
{U}
Enchantment
When an opponent plays a spell, if Veiled Sentry is an enchantment, Veiled Sentry becomes an Illusion creature with power and toughness each equal to that spell's converted mana cost.

Veiled Serpent
{2}{U}
Enchantment
When an opponent plays a spell, if Veiled Serpent is an enchantment, Veiled Serpent becomes a 4/4 Serpent creature. It can't attack unless defending player controls an island.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Veldrane of Sengir
{5}{B}{B}
Creature -- Legend
5/5
{1}{B}{B}: Veldrane of Sengir gets -3/-0 and gains forestwalk until end of turn. #(This creature is unblockable as long as defending player controls a forest.)#

Veldt
Land
{T}: Add {G} or {W} to your mana pool. Veldt doesn't untap during its controller's next untap step.

Venarian Gold
{X}{U}{U}
Enchant Creature
Venarian Gold comes into play with X sleep counters on it.
When Venarian Gold comes into play, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step if Venarian Gold has a sleep counter on it.
At the beginning of the upkeep of enchanted creature's controller, remove a sleep counter from Venarian Gold.

Vendetta
{B}
Instant
Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

Venerable Monk
{2}{W}
Creature -- Cleric
2/2
When Venerable Monk comes into play, you gain 2 life.

Vengeance
{3}{W}
Sorcery
Destroy target tapped creature.

Vengeful Dead
{3}{B}
Creature -- Zombie

3/2
Whenever Vengeful Dead or another Zombie is put into a graveyard from play, each opponent loses 1 life.

Vengeful Dreams
{W}{W}
Instant
As an additional cost to play Vengeful Dreams, discard X cards from your hand.
Remove X target attacking creatures from the game.

Venom
{1}{G}{G}
Enchant Creature
Whenever enchanted creature blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Venomous Breath
{3}{G}
Instant
At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.

Venomous Dragonfly
{3}{G}
Creature -- Insect
1/1
Flying
Whenever Venomous Dragonfly blocks or becomes blocked by a creature, destroy that creature at end of combat.

Venomous Fangs
{2}{G}
Enchant Creature
Whenever enchanted creature deals damage to a creature, destroy that creature.

Venomous Vines
{2}{G}{G}
Sorcery
Destroy target enchanted permanent.

Venomspout Brackus
{6}{G}
Creature -- Beast
5/5
{1}{G}, {T}: Venomspout Brackus deals 5 damage to target attacking or blocking creature with flying.
Morph {3}{G}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Ventifact Bottle
{3}
Artifact
{1}{X}, {T}: Put X charge counters on Ventifact Bottle. Play this ability only any time you could play a sorcery.
At the beginning of your precombat main phase, if Ventifact Bottle has a charge counter on it, tap it and remove all charge counters from it. Then add to your mana pool an amount of colorless mana equal to the number of charge counters removed this way.

Verdant Field
{2}{G}
Enchant Land
Enchanted land has "{T}: Target creature gets +1/+1 until end of turn."

Verdant Force
{5}{G}{G}{G}
Creature -- Elemental
7/7
At the beginning of each player's upkeep, you put a 1/1 green Saproling creature token into play under your control.

Verdant Succession
{4}{G}
Enchantment
Whenever a green nontoken creature is put into a graveyard from play, that creature's controller may search his or her library for a card with the same name as that creature and put it into play. If that player does, he or she then shuffles his or her library.

Verdant Touch
{1}{G}
Sorcery
Buyback {3} #(If you pay an additional #{3}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Target land becomes a 2/2 creature that's still a land. #(This effect doesn't end at end of turn.)#

Verdeloth the Ancient
{4}{G}{G}
Creature -- Treefolk Legend
4/7
Kicker {X} #(You may pay an additional #{X}# as you play this spell.)#
All other Treefolk and all Saprolings get +1/+1.
When Verdeloth the Ancient comes into play, if you paid the kicker cost, put X 1/1 green Saproling creature tokens into play.

Verdigris
{2}{G}
Instant
Destroy target artifact.

Verduran Emissary
{2}{G}
Creature -- Wizard
2/3
Kicker {1}{R} #(You may pay an additional #{1}{R}# as you play this spell.)#
When Verduran Emissary comes into play, if you paid the kicker cost, destroy target artifact. It can't be regenerated.

Verduran Enchantress
{1}{G}{G}
Creature -- Druid
0/2
Whenever you play an enchantment spell, you may draw a card.

Vernal Bloom
{3}{G}
Enchantment
Whenever a forest is tapped for mana, its controller adds {G} to his or her mana pool.

Vernal Equinox
{3}{G}
Enchantment
Any player may play creature and enchantment cards any time he or she could play an instant.

Vertigo

{R}
Instant
Vertigo deals 2 damage to target creature with flying. That creature loses flying until end of turn.

Vesuvan Doppelganger
{3}{U}{U}
Creature -- Doppelganger
0/0
As Vesuvan Doppelganger comes into play, you may choose a creature in play. If you do, Vesuvan Doppelganger comes into play as a copy of that creature except for its color and gains "At the beginning of your upkeep, you may have this creature become a copy of target creature except for its color. If you do, this creature gains this ability."

Veteran Bodyguard
{3}{W}{W}
Creature -- Bodyguard
2/5
As long as Veteran Bodyguard is untapped, all damage that would be dealt to you by unblocked creatures is dealt to Veteran Bodyguard instead.

Veteran Brawlers
{1}{R}
Creature -- Soldier
4/4
Veteran Brawlers can't attack if defending player controls an untapped land.
Veteran Brawlers can't block if you control an untapped land.

Veteran Explorer
{G}
Creature -- Soldier
1/1
When Veteran Explorer is put into a graveyard from play, each player may search his or her library for up to two basic land cards and put them into play. Then each player who searched his or her library shuffles it.

Veteran's Voice
{R}
Enchant Creature
Veteran's Voice can enchant only a creature you control.
Enchanted creature has "{T}: Target creature other than this creature gets +2/+1 until end of turn."

Vexing Arcanix
{4}
Artifact
{3}, {T}: Target player names a card and then reveals the top card of his or her library. If it's the named card, the player puts it into his or her hand. Otherwise, the player puts it into his or her graveyard and Vexing Arcanix deals 2 damage to him or her.

Vexing Beetle
{4}{G}
Creature -- Insect
3/3
Vexing Beetle can't be countered.
Vexing Beetle gets +3/+3 as long as no opponent controls a creature.

Vhati il-Dal
{2}{B}{G}
Creature -- Legend
3/3
{T}: Target creature's power or toughness becomes 1 until end of turn. #(Later

effects may increase or decrease the creature's power or toughness.)#

Viashino Bey
{2}{R}{R}
Creature -- Viashino
4/3
If Viashino Bey attacks, all creatures you control attack if able.

Viashino Cutthroat
{2}{R}{R}
Creature -- Viashino
5/3
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
At end of turn, return Viashino Cutthroat to its owner's hand.

Viashino Grappler
{2}{R}
Creature -- Viashino
3/1
{G}: Viashino Grappler gains trample until end of turn.

Viashino Heretic
{2}{R}
Creature -- Viashino
1/3
{1}{R}, {T}: Destroy target artifact. Viashino Heretic deals to that artifact's controller damage equal to the artifact's converted mana cost.

Viashino Outrider
{2}{R}
Creature -- Viashino
4/3
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#

Viashino Runner
{3}{R}
Creature -- Viashino
3/2
Viashino Runner can't be blocked except by two or more creatures.

Viashino Sandscout
{1}{R}
Creature -- Viashino
2/1
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
At end of turn, return Viashino Sandscout to its owner's hand.

Viashino Sandstalker
{1}{R}{R}
Creature -- Viashino
4/2
Haste #(The creature may attack and #{T}# the turn it comes under your control.)#
At end of turn, return Viashino Sandstalker to its owner's hand.

Viashino Sandswimmer
{2}{R}{R}
Creature -- Viashino
3/2
{R}: Flip a coin. If you win the flip, return Viashino Sandswimmer to its owner's hand. If you lose the flip, sacrifice Viashino Sandswimmer.

Viashino Warrior
{3}{R}
Creature -- Viashino
4/2

Viashino Weaponsmith
{3}{R}
Creature -- Viashino
2/2
Whenever Viashino Weaponsmith becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

Viashivan Dragon
{2}{R}{R}{G}{G}
Creature -- Dragon
4/4
Flying
{R}: Viashivan Dragon gets +1/+0 until end of turn.
{G}: Viashivan Dragon gets +0/+1 until end of turn.

Vibrating Sphere
{4}
Artifact
Creatures you control get +2/+0 during your turn.
Creatures you control get -0/-2 during other players' turns.

Vicious Hunger
{B}{B}
Sorcery
Vicious Hunger deals 2 damage to target creature. You gain 2 life.

Vicious Kavu
{1}{B}{R}
Creature -- Kavu
2/2
Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn.

Victimize
{2}{B}
Sorcery
As an additional cost to play Victimize, sacrifice a creature.
Put two target creature cards from your graveyard into play tapped.

Victual Sliver
{G}{W}
Creature -- Sliver
2/2
All Slivers have "{2}, Sacrifice this creature: You gain 4 life."

Vigilant Drake
{4}{U}
Creature -- Drake
3/3
Flying
{2}{U}: Untap Vigilant Drake.

Vigilant Martyr
{W}
Creature -- Martyr
1/1
Sacrifice Vigilant Martyr: Regenerate target creature.
{W}{W}, {T}, Sacrifice Vigilant Martyr: Counter target spell that targets an enchantment in play.

Vigilant Sentry
{1}{W}{W}
Creature -- Nomad
2/2
Threshold -- Vigilant Sentry gets +1/+1 and has "{T}: Target attacking or blocking creature gets +3/+3 until end of turn." (You have threshold as long as seven or more cards are in your graveyard.)

Vigorous Charge
{G}
Instant
Kicker {W} #(You may pay an additional #{W}# as you play this spell.)#
Target creature gains trample until end of turn. Whenever that creature deals combat damage this turn, if you paid the kicker cost, you gain life equal to that damage.

Vile Consumption
{1}{U}{B}
Enchantment
All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."

Vile Deacon
{2}{B}{B}
Creature -- Cleric
2/2
Whenever Vile Deacon attacks, it gets +X/+X until end of turn, where X is the number of Clerics in play.

Vile Requiem
{2}{B}{B}
Enchantment
At the beginning of your upkeep, you may put a verse counter on Vile Requiem.
{1}{B}, Sacrifice Vile Requiem: Destroy up to X target nonblack creatures, where X is the number of verse counters on Vile Requiem. They can't be regenerated.

Village Elder
{G}
Creature -- Druid
1/1
{G}, {T}, Sacrifice a forest: Regenerate target creature.

Vindicate
{1}{W}{B}
Sorcery
Destroy target permanent.

Vine Dryad
{3}{G}
Creature -- Dryad
1/3
Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#
You may play Vine Dryad any time you could play an instant.
You may remove a green card in your hand from the game rather than pay Vine Dryad's mana cost.

Vine Trellis
{1}{G}
Creature -- Wall
0/4
#(Walls can't attack.)#
{T}: Add one green mana to your mana pool.

Vintara Elephant
{4}{G}
Creature -- Elephant
4/3
Trample
{3}: Vintara Elephant loses trample until end of turn. Any player may play this ability.

Vintara Snapper
{G}{G}
Creature -- Turtle
2/2
Vintara Snapper can't be the target of spells or abilities as long as you control no untapped lands.

Violent Eruption
{1}{R}{R}{R}
Instant
Violent Eruption deals 4 damage divided as you choose among any number of target creatures and/or players.
Madness {1}{R}{R} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Visara the Dreadful
{3}{B}{B}{B}
Creature -- Gorgon Legend
5/5
Flying
{T}: Destroy target creature. It can't be regenerated.

Viscerid Armor
{1}{U}
Enchant Creature
Enchanted creature gets +1/+1.
{1}{U}: Return Viscerid Armor to its owner's hand.

Viscerid Drone
{1}{U}
Creature -- Homarid
1/2
{T}, Sacrifice a creature and a swamp: Destroy target nonartifact creature. It can't be regenerated.
{T}, Sacrifice a creature and a snow-covered swamp: Destroy target creature. It can't be regenerated.

Viseling
{4}
Artifact Creature
2/2
At the beginning of each opponent's upkeep, Viseling deals X damage to that player, where X is the number of cards in his or her hand minus four.

Vision Charm
{U}
Instant
Choose one -- Target artifact phases out; or target player puts the top four cards from his or her library into his or her graveyard; or all lands of one type become basic lands of one type of your choice until end of turn.

Visions
{W}
Sorcery
Look at the top five cards of target player's library. You may then have that

player shuffle that library.

Vitality Charm
{G}
Instant
Choose one -- Put a 1/1 green Insect creature token into play; or target creature gets +1/+1 and gains trample until end of turn; or regenerate target Beast.

Vitalize
{G}
Instant
Untap all creatures you control.

Vitalizing Cascade
{X}{G}{W}
Instant
You gain X+3 life.

Vitalizing Wind
{8}{G}
Instant
Creatures you control get +7/+7 until end of turn.

Vivify
{2}{G}
Instant
Target land becomes a 3/3 creature until end of turn. It's still a land.
Draw a card.

Vizzerdrix
{6}{U}
Creature -- Beast
6/6

Vodalian Hypnotist
{1}{U}
Creature -- Wizard
1/1
{2}{B}, {T}: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Vodalian Illusionist
{2}{U}
Creature -- Merfolk
2/2
{U}{U}, {T}: Target creature phases out.

Vodalian Knights
{1}{U}{U}
Creature -- Merfolk
2/2
First strike
Vodalian Knights can't attack unless defending player controls an island.
{U}: Vodalian Knights gains flying until end of turn.
When you control no islands, sacrifice Vodalian Knights.

Vodalian Mage
{2}{U}
Creature -- Merfolk
1/1
{U}, {T}: Counter target spell unless its controller pays {1}.

Vodalian Merchant

{1}{U}
Creature -- Merfolk
1/2
When Vodalian Merchant comes into play, draw a card, then discard a card from your hand.

Vodalian Mystic
{1}{U}
Creature -- Merfolk
1/1
{T}: Target instant or sorcery spell becomes the color of your choice.

Vodalian Serpent
{3}{U}
Creature -- Serpent
2/2
Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#
Vodalian Serpent can't attack unless defending player controls an island.
If you paid the kicker cost, Vodalian Serpent comes into play with four +1/+1 counters on it.

Vodalian Soldiers
{1}{U}
Creature -- Merfolk
1/2

Vodalian War Machine
{1}{U}{U}
Creature -- Wall
0/4
#(Walls can't attack.)#
Tap an untapped Merfolk you control: Vodalian War Machine may attack this turn as though it weren't a Wall.
Tap an untapped Merfolk you control: Vodalian War Machine gets +2/+1 until end of turn.
When Vodalian War Machine is put in a graveyard, destroy all Merfolk tapped this turn to pay for its abilities.

Vodalian Zombie
{U}{B}
Creature -- Merfolk Zombie
2/2
Protection from green

Voice of All
{2}{W}{W}
Creature -- Angel
2/2
Flying
As Voice of All comes into play, choose a color.
Voice of All has protection from the chosen color.

Voice of Duty
{3}{W}
Creature -- Angel
2/2
Flying, protection from green

Voice of Grace
{3}{W}
Creature -- Angel
2/2
Flying, protection from black

Voice of Law
{3}{W}
Creature -- Angel
2/2
Flying, protection from red

Voice of Reason
{3}{W}
Creature -- Angel
2/2
Flying, protection from blue

Voice of the Woods
{3}{G}{G}
Creature -- Elf Lord
2/2
Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

Voice of Truth
{3}{W}
Creature -- Angel
2/2
Flying, protection from white

Void
{3}{B}{R}
Sorcery
Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number.

Voidmage Apprentice
{1}{U}
Creature -- Wizard
1/1
Morph {2}{U}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Voidmage Apprentice is turned face up, counter target spell.

Voidmage Prodigy
{U}{U}
Creature -- Wizard
2/1
{U}{U}, Sacrifice a Wizard: Counter target spell.
Morph {U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Volcanic Dragon
{4}{R}{R}
Creature -- Dragon
4/4
Flying; haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Volcanic Eruption
{X}{U}{U}{U}
Sorcery
Destroy X target mountains. Volcanic Eruption deals damage to each creature and player equal to the number of mountains destroyed this way.

Volcanic Geyser
{X}{R}{R}
Instant

Volcanic Geyser deals X damage to target creature or player.

Volcanic Hammer
{1}{R}
Sorcery
Volcanic Hammer deals 3 damage to target creature or player.

Volcanic Island
Land
Volcanic Island is an island and a mountain in addition to its land type.

Volcanic Spray
{1}{R}
Sorcery
Volcanic Spray deals 1 damage to each creature without flying and each player.
Flashback {1}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Volcanic Wind
{4}{R}{R}
Sorcery
Volcanic Wind deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play as you play Volcanic Wind.

Volcano Imp
{3}{B}
Creature -- Imp
2/2
Flying
{1}{R}: Volcano Imp gains first strike until end of turn.

Volley of Boulders
{8}{R}
Sorcery
Volley of Boulders deals 6 damage divided as you choose among any number of target creatures and/or players.
Flashback {R}{R}{R}{R}{R}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Volrath the Fallen
{3}{B}{B}{B}
Creature -- Legend
6/4
{1}{B}, Discard a creature card from your hand: Volrath the Fallen gets +X/+X until end of turn, where X is the discarded card's converted mana cost.

Volrath's Curse
{1}{U}
Enchant Creature
Enchanted creature can't attack or block and its activated abilities can't be played. Enchanted creature's controller may sacrifice a permanent to ignore this ability until end of turn.
{1}{U}: Return Volrath's Curse to its owner's hand.

Volrath's Dungeon
{2}{B}{B}
Enchantment
Pay 5 life: Destroy Volrath's Dungeon. Any player may play this ability but only during his or her turn.
Discard a card from your hand: Target player puts a card from his or her hand on top of his or her library. Play this ability only any time you could play a sorcery.

Volrath's Gardens

{1}{G}
Enchantment
{2}, Tap an untapped creature you control: You gain 2 life. Play this ability only any time you could play a sorcery.

Volrath's Laboratory
{5}
Artifact
As Volrath's Laboratory comes into play, choose a color and creature type.
{5}, {T}: Put into play a 2/2 creature token of the chosen color and type.

Volrath's Shapeshifter
{1}{U}{U}
Creature -- Shapeshifter
0/1
As long as the top card of your graveyard is a creature card, Volrath's Shapeshifter is a copy of that card that has "{2}: Discard a card from your hand."
{2}: Discard a card from your hand.

Volrath's Stronghold
Legendary Land
{T}: Add one colorless mana to your mana pool.
{1}{B}, {T}: Put target creature card from your graveyard on top of your library.

Voltaic Key
{1}
Artifact
{1}, {T}: Untap target artifact.

Volunteer Reserves
{1}{W}
Creature -- Soldier
2/4
Banding
Cumulative upkeep {1}

Voodoo Doll
{6}
Artifact
At the beginning of your upkeep, put a pin counter on Voodoo Doll.
At the end of your turn, if Voodoo Doll is untapped, sacrifice it and it deals damage equal to the number of pin counters on it to you.
{X}{X}, {T}: Voodoo Doll deals X damage to target creature or player. X is the number of pin counters on Voodoo Doll.

Voracious Cobra
{2}{R}{G}
Creature -- Snake
2/2
First strike
Whenever Voracious Cobra deals combat damage to a creature, destroy that creature.

Vug Lizard
{1}{R}{R}
Creature -- Lizard
3/4
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#

Waiting in the Weeds
{1}{G}{G}
Sorcery
Each player puts a 1/1 green Cat creature token into play for each untapped forest he or she controls.

Wake of Destruction
{3}{R}{R}{R}
Sorcery
Destroy target land and all other lands with the same name as that land.

Wake of Vultures
{3}{B}
Creature -- Bird
3/1
Flying
{1}{B}, Sacrifice a creature: Regenerate Wake of Vultures.

Walking Dead
{1}{B}
Creature -- Walking-Dead
1/1
{B}: Regenerate Walking Dead.

Walking Desecration
{2}{B}
Creature -- Zombie
1/1
{B}, {T}: Creatures of the type of your choice attack this turn if able.

Walking Dream
{3}{U}
Creature -- Illusion
3/3
Walking Dream is unblockable.
Walking Dream doesn't untap during your untap step if an opponent controls two or more creatures.

Walking Sponge
{1}{U}
Creature -- Sponge
1/1
{T}: Target creature loses flying, first strike, or trample until end of turn.

Walking Wall
{4}
Artifact Creature -- Wall
0/6
#(Walls can't attack.)#
{3}: Walking Wall gets +3/-1 until end of turn and may attack this turn as though it weren't a Wall. Play this ability only once each turn.

Wall of Air
{1}{U}{U}
Creature -- Wall
1/5
#(Walls can't attack.)#
Flying

Wall of Blossoms
{1}{G}
Creature -- Wall
0/4
#(Walls can't attack.)#

When Wall of Blossoms comes into play, draw a card.

Wall of Bone
{2}{B}
Creature -- Wall
1/4
#(Walls can't attack.)#
{B}: Regenerate Wall of Bone.

Wall of Brambles
{2}{G}
Creature -- Wall
2/3
#(Walls can't attack.)#
{G}: Regenerate Wall of Brambles.

Wall of Caltrops
{1}{W}
Creature -- Wall
2/1
#(Walls can't attack.)#
Whenever Wall of Caltrops blocks a creature, if no non-Wall creatures are blocking that creature, Wall of Caltrops gains banding until end of turn.

Wall of Corpses
{1}{B}
Creature -- Wall
0/2
#(Walls can't attack.)#
{B}, Sacrifice Wall of Corpses: Destroy target creature Wall of Corpses is blocking.

Wall of Deceit
{1}{U}
Creature -- Wall
0/5
(Walls can't attack.)
{3}: Turn Wall of Deceit face down.
Morph {U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Wall of Diffusion
{1}{R}
Creature -- Wall
0/5
#(Walls can't attack.)#
Wall of Diffusion may block as though it had shadow.

Wall of Distortion
{2}{B}{B}
Creature -- Wall
1/3
#(Walls can't attack.)#
{2}{B}, {T}: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Wall of Dust
{2}{R}
Creature -- Wall
1/4
#(Walls can't attack.)#
Whenever Wall of Dust blocks a creature, that creature can't attack during its controller's next turn.

Wall of Earth
{1}{R}
Creature -- Wall
0/6
#(Walls can't attack.)#

Wall of Essence
{1}{W}
Creature -- Wall
0/4
#(Walls can't attack.)#
Whenever Wall of Essence is dealt combat damage, you gain that much life.

Wall of Fire
{1}{R}{R}
Creature -- Wall
0/5
#(Walls can't attack.)#
{R}: Wall of Fire gets +1/+0 until end of turn.

Wall of Glare
{1}{W}
Creature -- Wall
0/5
#(Walls can't attack.)#
Wall of Glare may block any number of creatures.

Wall of Heat
{2}{R}
Creature -- Wall
2/6
#(Walls can't attack.)#

Wall of Hope
{W}
Creature -- Wall
0/3
(Walls can't attack.)
Whenever Wall of Hope is dealt damage, you gain that much life.

Wall of Ice
{2}{G}
Creature -- Wall
0/7
#(Walls can't attack.)#

Wall of Junk
{2}
Artifact Creature -- Wall
0/7
#(Walls can't attack.)#
Whenever Wall of Junk blocks, return it to its owner's hand at end of combat.

Wall of Kelp
{U}{U}
Creature -- Wall
0/3
#(Walls can't attack.)#
{U}{U}, {T}: Put a 0/1 blue Kelp Wall creature token into play.

Wall of Lava
{1}{R}{R}
Creature -- Wall
1/3

#(Walls can't attack.)#
{R}: Wall of Lava gets +1/+1 until end of turn.

Wall of Light
{2}{W}
Creature -- Wall
1/5
#(Walls can't attack.)#
Protection from black

Wall of Mulch
{1}{G}
Creature -- Wall
0/4
(Walls can't attack.)
{G}, Sacrifice a Wall: Draw a card.

Wall of Nets
{1}{W}{W}
Creature -- Wall
0/7
#(Walls can't attack.)#
At end of combat, remove from the game all creatures blocked by Wall of Nets. When Wall of Nets leaves play, return to play under their owners' control all creatures removed from the game with Wall of Nets.

Wall of Opposition
{3}{R}{R}
Creature -- Wall
0/6
#(Walls can't attack.)#
{1}: Wall of Opposition gets +1/+0 until end of turn.

Wall of Pine Needles
{3}{G}
Creature -- Wall
3/3
#(Walls can't attack.)#
{G}: Regenerate Wall of Pine Needles.

Wall of Putrid Flesh
{2}{B}
Creature -- Wall
2/4
#(Walls can't attack.)#
Protection from white
Prevent all damage that would be dealt to Wall of Putrid Flesh by enchanted creatures.

Wall of Razors
{1}{R}
Creature -- Wall
4/1
#(Walls can't attack.)#
First strike

Wall of Resistance
{1}{W}
Creature -- Wall
0/3
#(Walls can't attack.)#
Flying
At end of turn, if Wall of Resistance was dealt damage this turn, put a +0/+1 counter on it.

Wall of Roots
{1}{G}
Creature -- Wall
0/5
#(Walls can't attack.)#
Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Wall of Shadows
{1}{B}{B}
Creature -- Wall
0/1
#(Walls can't attack.)#
Prevent all damage that would be dealt to Wall of Shadows by creatures it's blocking.
Wall of Shadows can't be the target of spells that can target only Walls or of abilities that can target only Walls.

Wall of Shields
{3}
Artifact Creature -- Wall
0/4
#(Walls can't attack.)#
Banding

Wall of Souls
{1}{B}
Creature -- Wall
0/4
#(Walls can't attack.)#
Whenever Wall of Souls is dealt combat damage, it deals that much damage to target opponent.

Wall of Spears
{3}
Artifact Creature -- Wall
2/3
#(Walls can't attack.)#
First strike

Wall of Stone
{1}{R}{R}
Creature -- Wall
0/8
#(Walls can't attack.)#

Wall of Swords
{3}{W}
Creature -- Wall
3/5
#(Walls can't attack.)#
Flying

Wall of Tears
{1}{U}
Creature -- Wall
0/4
#(Walls can't attack.)#
Whenever Wall of Tears blocks a creature, return that creature to its owner's hand at end of combat.

Wall of Tombstones
{1}{B}

Creature -- Wall
0/1
#(Walls can't attack.)#
At the beginning of your upkeep, Wall of Tombstones's toughness becomes 1 plus the number of creature cards in your graveyard. #(This effect doesn't end at end of turn.)#

Wall of Vapor
{3}{U}
Creature -- Wall
0/1
#(Walls can't attack.)#
Prevent all damage that would be dealt to Wall of Vapor by creatures it's blocking.

Wall of Vipers
{2}{B}
Creature -- Wall
2/4
#(Walls can't attack.)#
{3}: Destroy Wall of Vipers and target creature it's blocking. Any player may play this ability.

Wall of Water
{1}{U}{U}
Creature -- Wall
0/5
#(Walls can't attack.)#
{U}: Wall of Water gets +1/+0 until end of turn.

Wall of Wonder
{2}{U}{U}
Creature -- Wall
1/5
#(Walls can't attack.)#
{2}{U}{U}: Wall of Wonder gets +4/-4 until end of turn and may attack this turn as though it weren't a Wall.

Wall of Wood
{G}
Creature -- Wall
0/3
#(Walls can't attack.)#

Wallop
{1}{G}
Sorcery
Destroy target blue or black creature with flying.

Wand of Denial
{2}
Artifact
{T}: Look at the top card of target player's library. If it's a nonland card, you may pay 2 life. If you do, put it into that player's graveyard.

Wand of Ith
{4}
Artifact
{3}, {T}: Target player reveals a card at random from his or her hand. If it's a land card, that player discards it unless he or she pays 1 life. If it isn't a land card, the player discards it unless he or she pays life equal to its converted mana cost. Play this ability only during your turn.

Wandering Eye

{2}{U}
Creature -- Illusion
1/3
Flying
All players play with their hands revealed.

Wandering Mage
{W}{U}{B}
Creature -- Cleric
0/3
{W}, Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn.
{U}: Prevent the next 1 damage that would be dealt to target Cleric or Wizard this turn.
{B}, Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn.

Wandering Stream
{2}{G}
Sorcery
You gain 2 life for each basic land type among lands you control.

Wanderlust
{2}{G}
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, Wanderlust deals 1 damage to that player.

War Barge
{4}
Artifact
{3}: Target creature gains islandwalk until end of turn. When War Barge leaves play this turn, destroy that creature. A creature destroyed this way can't be regenerated. #(The creature is unblockable as long as defending player controls an island.)#

War Cadence
{2}{R}
Enchantment
{X}{R}: Creatures can't block this turn unless their controller pays {X} for each blocking creature he or she controls. #(This cost is paid as blockers are declared.)#

War Chariot
{3}
Artifact
{3}, {T}: Target creature gains trample until end of turn.

War Dance
{G}
Enchantment
At the beginning of your upkeep, you may put a verse counter on War Dance.
Sacrifice War Dance: Target creature gets +X/+X until end of turn, where X is the number of verse counters on War Dance.

War Elephant
{3}{W}
Creature -- Elephant
2/2
Banding, trample

War Mammoth
{3}{G}
Creature -- Mammoth

3/3
Trample

War Tax
{2}{U}
Enchantment
{X}{U}: Creatures can't attack this turn unless their controller pays {X} for each attacking creature. #(This cost is paid as attackers are declared.)#

Warbreak Trumpeter
{R}
Creature -- Goblin
1/1
Morph {X}{X}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Warbreak Trumpeter is turned face up, put X 1/1 red Goblin creature tokens into play.

Ward of Lights
{W}{W}
Enchant Creature
You may play Ward of Lights any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
As Ward of Lights comes into play, choose a color.
Enchanted creature has protection from the chosen color. This effect doesn't remove Ward of Lights.

Ward Sliver
{4}{W}
Creature -- Sliver
2/2
As Ward Sliver comes into play, choose a color.
All Slivers have protection from the chosen color.

Warmonger
{3}{R}
Creature -- Monger
3/3
{2}: Warmonger deals 1 damage to each creature without flying and each player.
Any player may play this ability.

Warmth
{1}{W}
Enchantment
Whenever an opponent plays a red spell, you gain 2 life.

Warning
{W}
Instant
Prevent all combat damage that would be dealt by target attacking creature this turn.

Warp Artifact
{B}{B}
Enchant Artifact
At the beginning of the upkeep of enchanted artifact's controller, Warp Artifact deals 1 damage to that player.

Warpath
{3}{R}
Instant
Warpath deals 3 damage to each blocking creature and each blocked creature.

Warped Devotion

{2}{B}
Enchantment
Whenever a permanent is returned to a player's hand, that player discards a card from his or her hand.

Warped Researcher
{4}{U}
Creature -- Wizard Mutant
3/4
Whenever a player cycles a card, Warped Researcher gains flying until end of turn and can't be the target of spells or abilities this turn.

Warping Wurm
{2}{G}{U}
Creature -- Wurm
1/1
Phasing
At the beginning of your upkeep, you may pay {2}{G}{U}. If you don't, Warping Wurm phases out.
When Warping Wurm phases in, put a +1/+1 counter on it.

Warrior Angel
{4}{W}{W}
Creature -- Angel
3/4
Flying
Whenever Warrior Angel deals damage, you gain that much life.

Warrior en-Kor
{W}{W}
Creature -- Knight
2/2
{0}: The next 1 damage that would be dealt to Warrior en-Kor this turn is dealt to target creature you control instead.

Warrior's Honor
{2}{W}
Instant
Creatures you control get +1/+1 until end of turn.

Warthog
{1}{G}{G}
Creature -- Warthog
3/2
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Wash Out
{3}{U}
Sorcery
Return all permanents of the color of your choice to their owners' hands.

Waste Away
{4}{B}
Instant
As an additional cost to play Waste Away, discard a card from your hand.
Target creature gets -5/-5 until end of turn.

Wasteland
Land
{T}: Add one colorless mana to your mana pool.
{T}, Sacrifice Wasteland: Destroy target nonbasic land.

Watchdog

{3}
Artifact Creature
1/2
Watchdog blocks each turn if able.
Whenever a creature attacks you, if Watchdog is untapped, that creature gets -1/-0 until end of turn.

Water Elemental
{3}{U}{U}
Creature -- Elemental
5/4

Water Wurm
{U}
Creature -- Wurm
1/1
Water Wurm gets +0/+1 as long as an opponent controls an island.

Waterfront Bouncer
{1}{U}
Creature -- Spellshaper
1/1
{U}, {T}, Discard a card from your hand: Return target creature to its owner's hand.

Waterspout Djinn
{2}{U}{U}
Creature -- Djinn
4/4
Flying
At the beginning of your upkeep, sacrifice Waterspout Djinn unless you return an untapped island you control to its owner's hand.

Waterspout Elemental
{3}{U}{U}
Creature -- Elemental
3/4
Kicker {U} #(You may pay an additional #{U}# as you play this spell.)#
Flying
When Waterspout Elemental comes into play, if you paid the kicker cost, return all other creatures to their owners' hands and you skip your next turn.

Wave Elemental
{2}{U}{U}
Creature -- Elemental
2/3
{U}, {T}, Sacrifice Wave Elemental: Tap up to three target creatures without flying.

Wave of Indifference
{X}{R}
Sorcery
X target creatures can't block this turn.

Wave of Reckoning
{4}{W}
Sorcery
Each creature deals to itself damage equal to its power.

Wave of Terror
{2}{B}
Enchantment
Cumulative upkeep {1}
At the beginning of your draw step, destroy each creature with converted mana

cost equal to Wave of Terror's last paid cumulative upkeep. They can't be regenerated.

Wax // Wane
{G} // {W}
Instant // Instant
Target creature gets +2/+2 until end of turn. // Destroy target enchantment.

Wayfaring Giant
{5}{W}
Creature -- Giant
1/3
Wayfaring Giant gets +1/+1 for each basic land type among lands you control.

Waylay
{2}{W}
Instant
Play Waylay only during combat.
Put three 2/2 white Knight creature tokens into play. Remove them from the game at end of turn.

Wayward Angel
{4}{W}{W}
Creature -- Angel Horror
4/4
Flying
Attacking doesn't cause Wayward Angel to tap.
Threshold -- Wayward Angel gets +3/+3, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature." #(You have threshold as long as seven or more cards are in your graveyard.)#

Wayward Soul
{2}{U}{U}
Creature -- Spirit
3/2
Flying
{U}: Put Wayward Soul on top of its owner's library.

Weakness
{B}
Enchant Creature
Enchanted creature gets -2/-1.

Weakstone
{4}
Artifact
Whenever a creature attacks, it gets -1/-0 until end of combat.

Weathered Wayfarer
{W}
Creature -- Nomad Cleric
1/1
{W}, {T}: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library. Play this ability only if an opponent controls more lands than you.

Weatherseed Elf
{G}
Creature -- Elf
1/1
{T}: Target creature gains forestwalk until end of turn. #(It's unblockable as long as defending player controls a forest.)#

Weatherseed Faeries

{2}{U}
Creature -- Faerie
2/1
Flying, protection from red

Weatherseed Treefolk
{2}{G}{G}{G}
Creature -- Treefolk
5/3
Trample
When Weatherseed Treefolk is put into a graveyard from play, return Weatherseed Treefolk to its owner's hand.

Weaver of Lies
{5}{U}{U}
Creature -- Beast
4/4
Morph {4}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Weaver of Lies is turned face up, turn any number of target creatures with morph other than Weaver of Lies face down.

Web
{G}
Enchant Creature
Enchanted creature gets +0/+2 and may block as though it had flying.

Web of Inertia
{2}{U}
Enchantment
At the beginning of each opponent's combat phase, that player may remove a card in his or her graveyard from the game. If the player doesn't, creatures he or she controls can't attack you this turn.

Weird Harvest
{X}{G}{G}
Sorcery
Each player may search his or her library for up to X creature cards, reveal those cards, and put them into his or her hand. Then each player who searched his or her library this way shuffles it.

Welkin Hawk
{1}{W}
Creature -- Bird
1/1
Flying
When Welkin Hawk is put into a graveyard from play, you may search your library for a card named Welkin Hawk, reveal that card, and put it into your hand. Then shuffle your library.

Well of Discovery
{6}
Artifact
At the end of your turn, if you control no untapped lands, draw a card.

Well of Knowledge
{3}
Artifact
{2}: Draw a card. Any player may play this ability but only during his or her draw step.

Well of Life
{4}
Artifact

At the end of your turn, if you control no untapped lands, you gain 2 life.

Well-Laid Plans
{2}{U}
Enchantment
Prevent all damage that would be dealt to a creature by another creature if they share a color.

Wellspring
{1}{G}{W}
Enchant Land
When Wellspring comes into play, gain control of enchanted land until end of turn.
At the beginning of your upkeep, untap enchanted land. You gain control of enchanted land until end of turn.

Wellwisher
{1}{G}
Creature -- Elf
1/1
{T}: You gain 1 life for each Elf in play.

Werebear
{1}{G}
Creature -- Druid Bear
1/1
{T}: Add {G} to your mana pool.
Threshold -- Werebear gets +3/+3. #(You have threshold as long as seven or more cards are in your graveyard.)#

Western Paladin
{2}{B}{B}
Creature -- Knight
3/3
{B}{B}, {T}: Destroy target white creature.

Whalebone Glider
{2}
Artifact
{2}, {T}: Target creature with power 3 or less gains flying until end of turn.

Wheel and Deal
{3}{U}
Instant
Any number of target opponents each discards his or her hand and draws seven cards.
Draw a card.

Wheel of Fortune
{2}{R}
Sorcery
Each player discards his or her hand and draws seven cards.

Wheel of Torture
{3}
Artifact
At the beginning of each opponent's upkeep, Wheel of Torture deals 1 damage to that player for each card fewer than three in his or her hand.

Whetstone
{3}
Artifact
{3}: Each player puts the top two cards from his or her library into his or her graveyard.

Whim of Volrath
{U}
Instant
Buyback {2} #(If you pay an additional #{2}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Change the text of target permanent by replacing all instances of one color word or basic land type with another until end of turn. #(For example, you may change "nonred creature" to "nongreen creature" or "plainswalk" to "swampwalk.")#

Whip Sergeant
{2}{R}
Creature -- Soldier
2/1
{R}: Target creature gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#

Whip Silk
{G}
Enchant Creature
Enchanted creature may block as though it had flying.
{G}: Return Whip Silk to its owner's hand.

Whip Vine
{2}{G}
Creature -- Wall
1/4
#(Walls can't attack.)#
Whip Vine may block as though it had flying.
You may choose not to untap Whip Vine during your untap step.
{T}: Tap target creature with flying blocked by Whip Vine. As long as Whip Vine remains tapped, that creature doesn't untap during its controller's untap step.

Whipcorder
{W}{W}
Creature -- Soldier Rebel
2/2
{W}, {T}: Tap target creature.
Morph {W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Whipgrass Entangler
{2}{W}
Creature -- Cleric
1/3
{1}{W}: Until end of turn, target creature gains This creature can't attack or block unless its controller pays {1} for each Cleric in play. (This cost is paid as attackers or blockers are declared.)

Whipkeeper
{2}{R}{R}
Creature -- Dwarf
1/1
{T}: Whipkeeper deals damage to target creature equal to the damage already dealt to it this turn.

Whippoorwill
{G}
Creature -- Whippoorwill
1/1
{G}{G}, {T}: Target creature can't be regenerated this turn. Damage that would be dealt to that creature this turn can't be prevented or dealt instead to another creature or player. When the creature is put into a graveyard this turn, remove the creature from game.

Whipstitched Zombie
{1}{B}
Creature -- Zombie
2/2
At the beginning of your upkeep, sacrifice Whipstitched Zombie unless you pay {B}.

Whiptongue Frog
{2}{U}
Creature -- Frog
1/3
{U}: Whiptongue Frog gains flying until end of turn.

Whirling Catapult
{4}
Artifact
{2}, Remove the top two cards of your library from the game: Whirling Catapult deals 1 damage to each creature with flying and each player.

Whirling Dervish
{G}{G}
Creature -- Dervish
1/1
Protection from black
At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.

Whirlpool Drake
{3}{U}
Creature -- Drake
2/2
Flying
When Whirlpool Drake comes into play, shuffle the cards from your hand into your library, then draw that many cards.
When Whirlpool Drake is put into a graveyard from play, shuffle the cards from your hand into your library, then draw that many cards.

Whirlpool Rider
{1}{U}
Creature -- Merfolk
1/1
When Whirlpool Rider comes into play, shuffle the cards from your hand into your library, then draw that many cards.

Whirlpool Warrior
{2}{U}
Creature -- Merfolk
2/2
When Whirlpool Warrior comes into play, shuffle the cards from your hand into your library, then draw that many cards.
{R}, Sacrifice Whirlpool Warrior: Each player shuffles the cards from his or her hand into his or her library, then draws that many cards.

Whirlwind
{2}{G}{G}
Sorcery
Destroy all creatures with flying.

Whispering Shade
{3}{B}
Creature -- Shade
1/1
Swampwalk

{B}: Whispering Shade gets +1/+1 until end of turn.

Whispers of the Muse
{U}
Instant
Buyback {5} #(If you pay an additional #{5}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Draw a card.

White Knight
{W}{W}
Creature -- Knight
2/2
First strike, protection from black

White Mana Battery
{4}
Artifact
{2}, {T}: Put a charge counter on White Mana Battery.
{T}, Remove any number of charge counters from White Mana Battery: Add {W} to your mana pool, then add an additional {W} to your mana pool for each charge counter removed this way.

White Scarab
{W}
Enchant Creature
Enchanted creature can't be blocked by white creatures.
Enchanted creature gets +2/+2 as long as an opponent controls a white permanent.

White Ward
{W}
Enchant Creature
Enchanted creature has protection from white. This effect doesn't remove White Ward.

Whiteout
{1}{G}
Instant
All creatures lose flying until end of turn.
Sacrifice a snow-covered land: Return Whiteout from your graveyard to your hand.

Wicked Reward
{1}{B}
Instant
As an additional cost to play Wicked Reward, sacrifice a creature.
Target creature gets +4/+2 until end of turn.

Wiitigo
{3}{G}{G}{G}
Creature -- Wiitigo
0/0
Wiitigo comes into play with six +1/+1 counters on it.
At the beginning of your upkeep, put a +1/+1 counter on Wiitigo if it has blocked or been blocked since your last upkeep. Otherwise, remove a +1/+1 counter from it.

Wild Aesthir
{2}{W}
Creature -- Bird
1/1
Flying, first strike
{W}{W}: Wild Aesthir gets +2/+0 until end of turn. Play this ability only once each turn.

Wild Colos
{2}{R}
Creature -- Beast
2/2
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Wild Dogs
{G}
Creature -- Hound
2/1
At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs.
Cycling {2} #(#{2}#, Discard this card from your hand: Draw a card.)#

Wild Elephant
{3}{G}
Creature -- Elephant
3/3
Trample

Wild Growth
{G}
Enchant Land
Whenever enchanted land is tapped for mana, its controller adds {G} to his or her mana pool.

Wild Jhovall
{3}{R}
Creature -- Cat
3/3

Wild Mammoth
{2}{G}
Creature -- Elephant
3/4
At the beginning of your upkeep, if a player controls more creatures than any other, that player gains control of Wild Mammoth.

Wild Might
{1}{G}
Instant
Target creature gets +1/+1 until end of turn. That creature gets an additional +4/+4 until end of turn unless any player pays {2}.

Wild Mongrel
{1}{G}
Creature -- Hound
2/2
Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

Wild Research
{2}{R}
Enchantment
{1}{W}: Search your library for an enchantment card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.
{1}{U}: Search your library for an instant card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.

Wild Wurm
{3}{R}

Creature -- Wurm
5/4
When Wild Wurm comes into play, flip a coin. If you lose the flip, return Wild Wurm to its owner's hand.

Wildfire
{4}{R}{R}
Sorcery
Each player sacrifices four lands. Wildfire deals 4 damage to each creature.

Wildfire Emissary
{3}{R}
Creature -- Efreet
2/4
Protection from white
{1}{R}: Wildfire Emissary gets +1/+0 until end of turn.

Willbender
{1}{U}
Creature -- Wizard
1/2
Morph {1}{U} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Willbender is turned face up, change the target of target spell or ability with a single target.

Will-o'-the-Wisp
{B}
Creature -- Will-o'-the-Wisp
0/1
Flying
{B}: Regenerate Will-o'-the-Wisp

Willow Faerie
{1}{G}
Creature -- Faerie
1/2
Flying

Willow Priestess
{2}{G}{G}
Creature -- Faerie
2/2
{T}: Put a Faerie card from your hand into play.
{2}{G}: Target green creature gains protection from black until end of turn.

Willow Satyr
{2}{G}{G}
Creature -- Satyr
1/1
You may choose not to untap Willow Satyr during your untap step.
{T}: Gain control of target Legend as long as you control Willow Satyr and Willow Satyr remains tapped.

Wind Dancer
{1}{U}
Creature -- Faerie
1/1
Flying
{T}: Target creature gains flying until end of turn.

Wind Drake
{2}{U}
Creature -- Drake

2/2
Flying

Wind Shear
{2}{G}
Instant
Attacking creatures with flying get -2/-2 and lose flying until end of turn.

Wind Spirit
{4}{U}
Creature -- Spirit
3/2
Flying
Wind Spirit can't be blocked except by two or more creatures.

Windborn Muse
{3}{W}
Creature -- Spirit
2/3
Flying
Creatures can't attack you unless their controller pays {2} for each creature attacking you. (This cost is paid as attackers are declared.)

Windfall
{2}{U}
Sorcery
Each player discards his or her hand, then draws cards equal to the greatest number a player discarded this way.

Winding Canyons
Land
{T}: Add one colorless mana to your mana pool.
{2}, {T}: Until end of turn, you may play creature cards any time you could play an instant.

Winding Wurm
{4}{G}
Creature -- Wurm
6/6
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#

Windreaper Falcon
{1}{R}{G}
Creature -- Bird
1/1
Flying, protection from blue

Winds of Change
{R}
Sorcery
Each player shuffles his or her hand into his or her library, then draws a new hand of as many cards as he or she had before.

Winds of Rath
{3}{W}{W}
Sorcery
Destroy all creatures that aren't enchanted. They can't be regenerated.

Windscouter
{3}{U}
Creature -- Ship
3/3
Flying

Whenever Windscouter attacks or blocks, return it to its owner's hand at end of combat.

Windseeker Centaur
{1}{R}{R}
Creature -- Centaur
2/2
Attacking doesn't cause Windseeker Centaur to tap.

Windswept Heath
Land
{T}, Pay 1 life, Sacrifice Windswept Heath: Search your library for a forest or plains card and put it into play. Then shuffle your library.

Wing Shards
{1}{W}{W}
Instant
Target player sacrifices an attacking creature.
Storm (When you play this spell, copy it for each spell played before it this turn.)

Wing Snare
{2}{G}
Sorcery
Destroy target creature with flying.

Wing Storm
{2}{G}
Sorcery
Wing Storm deals damage to each player equal to twice the number of creatures with flying that player controls.

Wingbeat Warrior
{2}{W}
Creature -- Bird Soldier
2/1
Flying
Morph {2}{W} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Wingbeat Warrior is turned face up, target creature gains first strike until end of turn.

Winged Sliver
{1}{U}
Creature -- Sliver
1/1
All Slivers have flying.

Wings of Aesthir
{W}{U}
Enchant Creature
Enchanted creature gets +1/+0 and has flying and first strike.

Wings of Hope
{W}{U}
Enchant Creature
Enchanted creature gets +1/+3 and has flying.

Winnow
{1}{W}
Instant
Destroy target nonland permanent if another permanent with the same name is in play.
Draw a card.

Winter Blast
{X}{G}
Sorcery
Tap X target creatures. Winter Blast deals 2 damage to each of those creatures with flying.

Winter Orb
{2}
Artifact
As long as Winter Orb is untapped, players can't untap more than one land during their untap steps.

Winter Sky
{R}
Sorcery
Flip a coin. If you win the flip, Winter Sky deals 1 damage to each creature and each player. If you lose the flip, each player draws a card.

Wintermoon Mesa
Land
Wintermoon Mesa comes into play tapped.
{T}: Add one colorless mana to your mana pool.
{2}, {T}, Sacrifice Wintermoon Mesa: Tap two target lands.

Winter's Chill
{X}{U}
Instant
Play Winter's Chill only during combat before the declare blockers step.
X can't be greater than the number of snow-covered lands you control.
Destroy X target attacking creatures at end of combat. For each attacking creature, its controller may pay {1} or {2} to prevent this effect. If that player pays only {1} for that creature, prevent all combat damage that would be dealt to and dealt by that creature this turn.

Winter's Grasp
{1}{G}{G}
Sorcery
Destroy target land.

Winter's Night
{G}{W}{R}
Enchant World
Whenever a snow-covered land is tapped for mana, its controller adds one mana of that type to his or her mana pool. That land doesn't untap during its controller's next untap step.

Wipe Clean
{1}{W}
Instant
Remove target enchantment from the game.
Cycling {3} ({3}, Discard this card from your hand: Draw a card.)

Wirecat
{4}
Artifact Creature
4/3
Wirecat can't attack or block if an enchantment is in play.

Wirewood Channeler
{3}{G}
Creature -- Elf
2/2
{T}: Add X mana of any one color to your mana pool, where X is the number of

Elves in play.

Wirewood Elf
{1}{G}
Creature -- Elf
1/2
{T}: Add {G} to your mana pool.

Wirewood Guardian
{5}{G}{G}
Creature -- Elf Mutant
6/6
Forestcycling {2} ({2}, Discard this card from your hand: Search your library for a forest card, reveal it, and put it into your hand. Then shuffle your library.)

Wirewood Herald
{1}{G}
Creature -- Elf
1/1
When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

Wirewood Hivemaster
{1}{G}
Creature -- Elf
1/1
Whenever another nontoken Elf comes into play, you may put a 1/1 green Insect creature token into play.

Wirewood Lodge
Land
{T}: Add {1} to your mana pool.
{G}, {T}: Untap target Elf.

Wirewood Pride
{G}
Instant
Target creature gets +X/+X until end of turn, where X is the number of Elves in play.

Wirewood Savage
{2}{G}
Creature -- Elf
2/2
Whenever a Beast comes into play, you may draw a card.

Wirewood Symbiote
{G}
Creature -- Insect
1/1
Return an Elf you control to its owner's hand: Untap target creature. Play this ability only once each turn.

Wishmonger
{3}{W}
Creature -- Monger
3/3
{2}: Target creature gains protection from the color of its controller's choice until end of turn. Any player may play this ability.

Witch Engine
{5}{B}

Creature -- Horror
4/4
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#
{T}: Add {B}{B}{B}{B} to your mana pool. Target opponent gains control of Witch Engine. Play this ability only any time you could play an instant.

Witch Hunter
{2}{W}{W}
Creature -- Hunter
1/1
{T}: Witch Hunter deals 1 damage to target player.
{1}{W}{W}, {T}: Return target creature an opponent controls to its owner's hand.

Withdraw
{U}{U}
Instant
Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays {1}.

Withered Wretch
{B}{B}
Creature -- Zombie Cleric
2/2
{1}: Remove target card in a graveyard from the game.

Withering Boon
{1}{B}
Instant
Counter target creature spell. You lose 3 life.

Withering Hex
{B}
Enchant Creature
Whenever a player cycles a card, put a plague counter on Withering Hex.
Enchanted creature gets -1/-1 for each plague counter on Withering Hex.

Withering Wisps
{1}{B}{B}
Enchantment
At end of turn, if no creatures are in play, sacrifice Withering Wisps.
{B}: Withering Wisps deals 1 damage to each creature and each player. Spend no more {B} this way each turn than the number of snow-covered swamps you control.

Wizard Mentor
{2}{U}
Creature -- Wizard
2/2
{T}: Return Wizard Mentor and target creature you control to their owner's hand.

Wizards' School
Land
{T}: Add one colorless mana to your mana pool.
{1}, {T}: Add {U} to your mana pool.
{2}, {T}: Add {W} or {B} to your mana pool.

Wolverine Pack
{2}{G}{G}
Creature -- Wolverine-Pack
2/4
Rampage 2 #(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)#

Wonder

{3}{U}
Creature -- Incarnation
2/2
Flying
As long as Wonder is in your graveyard and you control an island, creatures you control have flying.

Wood Elemental
{3}{G}
Creature -- Elemental
0/0
As Wood Elemental comes into play, sacrifice any number of untapped forests. Wood Elemental comes into play with a +1/+1 counter for each forest sacrificed this way.

Wood Elves
{2}{G}
Creature -- Elf
1/1
When Wood Elves comes into play, search your library for a forest card and put that card into play. Then shuffle your library.

Wood Sage
{U}{G}
Creature -- Druid
1/1
{T}: Name a creature card. Reveal the top four cards of your library. Put any of them that are the named card into your hand and the rest into your graveyard.

Woodcloaker
{5}{G}
Creature -- Elf
3/3
Morph {2}{G}{G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Woodcloaker is turned face up, target creature gains trample until end of turn.

Wooded Foothills
Land
{T}, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a mountain or forest card and put it into play. Then shuffle your library.

Wooden Sphere
{1}
Artifact
Whenever a player plays a green spell, you may pay {1}. If you do, you gain 1 life.

Woodland Druid
{G}
Creature -- Druid
1/2

Woodripper
{3}{G}{G}
Creature -- Beast
4/6
Fading 3 #(This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
{1}, Remove a fade counter from Woodripper: Destroy target artifact.

Woolly Mammoths

{1}{G}{G}
Creature -- Mammoth
3/2
Woolly Mammoths has trample as long as you control a snow-covered land.

Woolly Spider
{1}{G}{G}
Creature -- Spider
2/3
Woolly Spider may block as though it had flying.
Whenever Woolly Spider blocks a creature with flying, Woolly Spider gets +0/+2 until end of turn.

Word of Binding
{X}{B}{B}
Sorcery
Tap X target creatures.

Word of Blasting
{1}{R}
Instant
Destroy target Wall. It can't be regenerated. Word of Blasting deals damage equal to that Wall's converted mana cost to the Wall's controller.

Word of Command
{B}{B}
Instant
Look at target opponent's hand and choose a card from it. That player plays that card with his or her own mana, but you make all decisions it calls for. The player is required only to use mana in his or her mana pool and mana that can be drawn from lands.

Word of Undoing
{U}
Instant
Return target creature and white enchantments you own enchanting that creature to their owners' hands.

Words of War
{2}{R}
Enchantment
{1}: The next time you would draw a card this turn, Words of War deals 2 damage to target creature or player instead.

Words of Waste
{2}{B}
Enchantment
{1}: The next time you would draw a card this turn, each opponent discards a card from his or her hand instead.

Words of Wilding
{2}{G}
Enchantment
{1}: The next time you would draw a card this turn, put a 2/2 green Bear creature token into play instead.

Words of Wind
{2}{U}
Enchantment
{1}: The next time you would draw a card this turn, each player returns a permanent he or she controls to its owner's hand instead.

Words of Wisdom
{1}{U}

Instant
You draw two cards, then each other player draws a card.

Words of Worship
{2}{W}
Enchantment
{1}: The next time you would draw a card this turn, you gain 5 life instead.

Workhorse
{6}
Artifact Creature
0/0
Workhorse comes into play with four +1/+1 counters on it.
Remove a +1/+1 counter from Workhorse: Add one colorless mana to your mana pool.

Worldgorger Dragon
{3}{R}{R}{R}
Creature -- Nightmare Dragon
7/7
Flying, trample
When Worldgorger Dragon comes into play, remove all other permanents you control from the game.
When Worldgorger Dragon leaves play, return the removed cards to play under their owners' control.

Worldly Counsel
{1}{U}
Instant
Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library.

Worldly Tutor
{G}
Instant
Search your library for a creature card and reveal that card. Shuffle your library, then put the revealed card back on top of it.

Wormfang Behemoth
{3}{U}{U}
Creature -- Nightmare Beast
5/5
When Wormfang Behemoth comes into play, remove all cards in your hand from the game.
When Wormfang Behemoth leaves play, return the removed cards to their owner's hand.

Wormfang Crab
{3}{U}
Creature -- Nightmare Crab
3/6
Wormfang Crab is unblockable.
When Wormfang Crab comes into play, an opponent chooses a permanent you control other than Wormfang Crab and removes it from the game.
When Wormfang Crab leaves play, return the removed card to play under its owner's control.

Wormfang Drake
{2}{U}
Creature -- Nightmare Drake
3/4
Flying
When Wormfang Drake comes into play, sacrifice it unless you remove a creature you control other than Wormfang Drake from the game.

When Wormfang Drake leaves play, return the removed card to play under its owner's control.

Wormfang Manta
{5}{U}{U}
Creature -- Nightmare Beast
6/1
Flying
When Wormfang Manta comes into play, you skip your next turn.
When Wormfang Manta leaves play, you take an extra turn after this one.

Wormfang Newt
{1}{U}
Creature -- Nightmare Beast
2/2
When Wormfang Newt comes into play, remove a land you control from the game.
When Wormfang Newt leaves play, return the removed card to play under its owner's control.

Wormfang Turtle
{2}{U}
Creature -- Nightmare Beast
2/4
When Wormfang Turtle comes into play, remove a land you control from the game.
When Wormfang Turtle leaves play, return the removed card to play under its owner's control.

Worms of the Earth
{2}{B}{B}{B}
Enchantment
Players can't play lands.
If a land would come into play, instead it doesn't.
At the beginning of each player's upkeep, any player may sacrifice two lands or pay 5 life. If a player does either, sacrifice Worms of the Earth.

Wormwood Treefolk
{3}{G}{G}
Creature -- Treefolk
4/4
{G}{G}: Wormwood Treefolk gains forestwalk until end of turn and deals 2 damage to you. #(It's unblockable as long as defending player controls a forest.)#
{B}{B}: Wormwood Treefolk gains swampwalk until end of turn and deals 2 damage to you. #(It's unblockable as long as defending player controls a swamp.)#

Worn Powerstone
{3}
Artifact
Worn Powerstone comes into play tapped.
{T}: Add two colorless mana to your mana pool.

Worry Beads
{3}
Artifact
At the beginning of each player's upkeep, that player puts the top card from his or her library into his or her graveyard.

Worship
{3}{W}
Enchantment
If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

Worthy Cause
{W}

Instant
Buyback {2} #(If you pay an additional #{2}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Sacrifice a creature. You gain life equal to the sacrificed creature's toughness.

Wrath of God
{2}{W}{W}
Sorcery
Destroy all creatures. They can't be regenerated.

Wrath of Marit Lage
{3}{U}{U}
Enchantment
Red creatures don't untap during their controllers' untap steps.
When Wrath of Marit Lage comes into play, tap all red creatures.

Wretched Anurid
{1}{B}
Creature -- Zombie Beast
3/3
Whenever another creature comes into play, you lose 1 life.

Wyluli Wolf
{1}{G}
Creature -- Wolf
1/1
{T}: Target creature gets +1/+1 until end of turn.

Xanthic Statue
{8}
Artifact
{5}: Until end of turn, Xanthic Statue becomes an 8/8 artifact creature with trample.

Xantid Swarm
{G}
Creature -- Insect
0/1
Flying
Whenever Xantid Swarm attacks, defending player can't play spells this turn.

Xenic Poltergeist
{1}{B}{B}
Creature -- Poltergeist
1/1
{T}: Until your next upkeep, target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

Xira Arien
{B}{R}{G}
Creature -- Legend
1/2
Flying
{B}{R}{G}, {T}: Target player draws a card.

Yare
{2}{W}
Instant
Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to two additional creatures this turn.

Yavimaya Ancients
{3}{G}{G}

Creature -- Treefolk
2/7
{G}: Yavimaya Ancients gets +1/-2 until end of turn.

Yavimaya Ants
{2}{G}{G}
Creature -- Swarm
5/1
Trample; haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Cumulative upkeep {G}{G}

Yavimaya Barbarian
{R}{G}
Creature -- Barbarian Elf
2/2
Protection from blue

Yavimaya Coast
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {G} or {U} to your mana pool. Yavimaya Coast deals 1 damage to you.

Yavimaya Elder
{1}{G}{G}
Creature -- Druid
2/1
When Yavimaya Elder is put into a graveyard from play, you may search your library for up to two basic land cards, reveal them, and put them into your hand. If you do, shuffle your library.
{2}, Sacrifice Yavimaya Elder: Draw a card.

Yavimaya Enchantress
{2}{G}
Creature -- Druid
2/2
Yavimaya Enchantress gets +1/+1 for each enchantment in play.

Yavimaya Gnats
{2}{G}
Creature -- Insect
0/1
Flying
{G}: Regenerate Yavimaya Gnats.

Yavimaya Granger
{2}{G}
Creature -- Elf
2/2
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
When Yavimaya Granger comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

Yavimaya Hollow
Legendary Land
{T}: Add one colorless mana to your mana pool.
{G}, {T}: Regenerate target creature.

Yavimaya Kavu
{2}{R}{G}
Creature -- Kavu
/
Yavimaya Kavu's power is equal to the number of red creatures in play.

Yavimaya Kavu's toughness is equal to the number of green creatures in play.

Yavimaya Scion
{4}{G}
Creature -- Treefolk
4/4
Protection from artifacts

Yavimaya Wurm
{4}{G}{G}
Creature -- Wurm
6/4
Trample

Yavimaya's Embrace
{5}{G}{U}{U}
Enchant Creature
You control enchanted creature.
Enchanted creature gets +2/+2 and has trample.

Yawgmoth Demon
{4}{B}{B}
Creature -- Demon
6/6
Flying, first strike
At the beginning of your upkeep, unless you sacrifice an artifact, tap Yawgmoth Demon and it deals 2 damage to you.

Yawgmoth's Agenda
{3}{B}{B}
Enchantment
Play no more than one spell each turn.
You may play cards in your graveyard as though they were in your hand.
If a card would be put into your graveyard from anywhere, remove it from the game instead.

Yawgmoth's Bargain
{4}{B}{B}
Enchantment
Skip your draw step.
Pay 1 life: Draw a card.

Yawgmoth's Edict
{1}{B}
Enchantment
Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.

Yawgmoth's Will
{2}{B}
Sorcery
Until end of turn, you may play cards in your graveyard as though they were in your hand.
If a card would be put into your graveyard this turn, remove that card from the game instead.

Ydwen Efreet
{R}{R}{R}
Creature -- Efreet
3/6
Whenever you're attacked, flip a coin. If you lose the flip, Ydwen Efreet can't block this turn.

Yotian Soldier

{3}
Artifact Creature
1/4
Attacking doesn't cause Yotian Soldier to tap.

Youthful Knight
{1}{W}
Creature -- Knight
2/1
First strike

Zanam Djinn
{5}{U}
Creature -- Djinn
5/6
Flying
Zanam Djinn gets -2/-2 as long as blue is the most common color among all permanents or is tied for most common.

Zap
{2}{R}
Instant
Zap deals 1 damage to target creature or player.
Draw a card.

Zealots en-Dal
{3}{W}
Creature -- Soldier
2/4
At the beginning of your upkeep, if all nonland permanents you control are white, you gain 1 life.

Zealous Inquisitor
{2}{W}
Creature -- Cleric
2/2
{1}{W}: The next 1 damage that would be dealt to Zealous Inquisitor this turn is dealt to target creature instead.

Zebra Unicorn
{2}{G}{W}
Creature -- Unicorn
2/2
Whenever Zebra Unicorn deals damage, you gain that much life.

Zelyon Sword
{3}
Artifact
You may choose not to untap Zelyon Sword during your untap step.
{3}, {T}: Target creature gets +2/+0 as long as Zelyon Sword remains tapped.

Zephid
{4}{U}{U}
Creature -- Illusion
3/4
Flying
Zephid can't be the target of spells or abilities.

Zephid's Embrace
{2}{U}{U}
Enchant Creature
Enchanted creature gets +2/+2 and has flying. It can't be the target of spells or abilities.

Zephyr Falcon
{1}{U}
Creature -- Bird
1/1
Flying
Attacking doesn't cause Zephyr Falcon to tap.

Zerapa Minotaur
{2}{R}{R}
Creature -- Minotaur
3/3
First strike
{2}: Zerapa Minotaur loses first strike until end of turn. Any player may play this ability.

Zhalfirin Commander
{2}{W}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{1}{W}{W}: Target Knight gets +1/+1 until end of turn.

Zhalfirin Crusader
{1}{W}{W}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{1}{W}: The next 1 damage that would be dealt to Zhalfirin Crusader this turn is dealt to target creature or player instead.

Zhalfirin Knight
{2}{W}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{W}{W}: Zhalfirin Knight gains first strike until end of turn.

Zirilan of the Claw
{3}{R}{R}
Creature -- Legend
3/4
{1}{R}{R}, {T}: Search your library for a Dragon card and put that card into play. Then shuffle your library. That Dragon gains haste until end of turn. At end of turn, remove it from the game. #(The creature may attack and #{T}# the turn it comes under your control.)#

Zombie Assassin
{4}{B}
Creature -- Zombie Assassin
3/2
{T}, Remove two cards in your graveyard and Zombie Assassin from the game: Destroy target nonblack creature. It can't be regenerated.

Zombie Boa
{4}{B}
Creature -- Zombie Snake
3/3
{1}{B}: Choose a color. Whenever Zombie Boa becomes blocked by a creature of that color this turn, destroy that creature. Play this ability only any time you could play a sorcery.

Zombie Brute
{6}{B}
Creature -- Zombie
5/4
Amplify 1 (As this card comes into play, put a +1/+1 counter on it for each Zombie card you reveal in your hand.)
Trample

Zombie Cannibal
{B}
Creature -- Zombie
1/1
Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Zombie Cutthroat
{3}{B}{B}
Creature -- Zombie
3/4
Morph--Pay 5 life. (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Zombie Infestation
{1}{B}
Enchantment
Discard two cards from your hand: Put a 2/2 black Zombie creature token into play.

Zombie Master
{1}{B}{B}
Creature -- Lord
2/3
All Zombies have "{B}: Regenerate this creature" and swampwalk. #(They're unblockable as long as defending player controls a swamp.)#

Zombie Mob
{2}{B}{B}
Creature -- Zombie
2/0
Zombie Mob comes into play with a +1/+1 counter for each creature card in your graveyard.
When Zombie Mob comes into play, remove all creature cards in your graveyard from the game.

Zombie Scavengers
{2}{B}
Creature -- Zombie
3/1
Remove the top creature card in your graveyard from the game: Regenerate Zombie Scavengers.

Zombie Trailblazer
{B}{B}{B}
Creature -- Zombie
2/2
Tap an untapped Zombie you control: Target land becomes a swamp until end of turn.
Tap an untapped Zombie you control: Target creature gains swampwalk until end of turn.

Zombify
{3}{B}
Sorcery
Return target creature card from your graveyard to play.

Zoologist
{3}{G}
Creature -- Druid
1/2
{3}{G}, {T}: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.

Zuberi, Golden Feather
{4}{W}
Creature -- Griffin Legend
3/3
Flying
All other Griffins get +1/+1.

Zuran Enchanter
{1}{U}
Creature -- Wizard
1/1
{2}{B}, {T}: Target player discards a card from his or her hand. Play this ability only during your turn.

Zuran Orb
{0}
Artifact
Sacrifice a land: You gain 2 life.

Zuran Spellcaster
{2}{U}
Creature -- Wizard
1/1
{T}: Zuran Spellcaster deals 1 damage to target creature or player.

Zur's Weirding
{3}{U}
Enchantment
Players play with their hands revealed.
If a player would draw a card, he or she reveals it instead. Then any other player may pay 2 life. If a player does, put that card into its owner's graveyard. If no one does, that player draws the card.